1

ADVANTAGE

Academic Network

You have academic contacts at universities around the world. *When it would be useful to know someone at a university*, provide the person's name, field of study, and how you got to know one another, then **roll +Charisma**:

(15+) The person is a friend (**Relation +1**).

(10–14) The person is an acquaintance (**Relation +0**).

(–9) You know one another, but there is an old enmity between the two of you (**Relation +0**).

1

ADVANTAGE

Artistic Talent

Whenever you perform your chosen art form or show your works to an audience, **roll +Charisma** to influence your audience at any time during the scene:

(15+) Choose up to two options any time during the scene.

(10–14) Choose one option any time during the scene.

(–9) Choose one option, but a complication/threat manifests. The GM makes a Move.

Options:

- They want to see more of your art.
- They are affected by the emotion you wanted to convey (e.g., anger, sorrow, fear, joy, lust, etc).
- They look up to you (take *+1 ongoing* with the audience during this scene).
- Their attention is fixed entirely on you throughout your performance.

1

ADVANTAGE

Authority

You're an academic authority in your field and a well-known name in newspapers, debate shows, and scientific journals. *At the beginning of each game session*, **roll +Charisma**:

(15+) During this game session, choose up to three options.

(10–14) During this game session, choose up to two options.

(–9) During this game session you may choose one option, but you also attract unwanted attention like stalkers, professional adversaries, competitors, or hostile forces. The GM makes a Move for them at some point during the session.

Options:

- ***Influence*** someone who has heard of your authority in your academic field, as if you had rolled a **(15+)**.
- Gain access to a university's resources, such as their facilities, researchers, or scientific archives.
- Make a statement about something or someone in mass media.
- Gain access to people or places under the pretense of engaging in your research or studies.

1

ADVANTAGE

Awe-Inspiring

Whenever you make a show of being the boss, **roll +Charisma**:

(15+) People around you accept you as their leader and listen to you. Take *+1 ongoing* against people in this scene.

(10–14) People feel you're leadership material and show you respect. Choose one of them, in particular, who goes along with what you think. You have *+1 ongoing* against them during this scene.

(–9) People feel like you're the leader, but one of them tries to challenge you for it. The GM makes a Move.

1

ADVANTAGE

Elite Education

You have attended one of the world's most prestigious institutes of higher learning and have acquired contacts with power and influence. *Whenever you ask your contacts for a favor*, **roll +Charisma**:

(15+) Choose up to three options.

(10–14) Choose up to two options.

(–9) Choose one option, but you've become indebted to someone. The debt can be called in during the story, whenever the GM chooses.

Options:

- Gain a favor from a country's administration (e.g., released from jail, skip a customs check, or get help from the police).
- Gain access to a location unavailable to the public.
- Locate or track a hidden or missing person.
- Receive both the means to escape and a safe hiding spot.

1

ADVANTAGE

Erotic

Whenever you make moves to attract an NPC to you, **roll +Charisma**:

(15+) Choose up to three options any time during this scene.

(10–14) Choose up to two options any time during this scene.

(–9) Choose one option any time during this scene, but the nature of the attraction is different than you had hoped. The GM makes a Move.

Options:

- The person must have you, and will abandon their normally reasonable behavior to do so.
- The person is distracted by you for as long as you're in the vicinity, unable to concentrate on anything else.
- The person becomes jealous of anyone competing for your attention, and tries to dispose of them by any means necessary.
- You make them uncertain and confused. You take *+1 ongoing* against them during this scene.

1

ADVANTAGE

Fascination

Whenever you use your art to seduce an NPC, **roll +Charisma**:

(15+) Choose one option.

(10–14) Choose one option, but the GM also chooses one of the following:

- They become obsessed with you.
- They want you *right* now.

(–9) They are affected by you in a way you didn't anticipate, or the attraction is uncomfortably strong – you choose. The GM makes a Move.

Options:

- They are attracted to you.
- They forget their woes when experiencing your art.
- They are totally captivated by your art and forget all about their surrounding environment.

1

ADVANTAGE

Forked Tongue

Whenever you manipulate someone, **roll +Charisma**:

(15+) Choose one option:

- They trust you (PC takes **+1 Relation** with you).
- They're spellbound by you (take *+1 ongoing* against them during this scene).
- They reveal a weakness, which you can exploit later.

(10–14) Choose one option from the list above, but there's also a complication, chosen by the GM or player:

- They see you as a friend they can turn to when in need.
- They fall in love with you.
- They will feel betrayed, spurned, humiliated, or manipulated whenever you abuse their trust in you.

(–9) They see right through you and will act as they please.

1

ADVANTAGE

Impostor

You maintain relationships with numerous people who all believe you are their soulmate, yet are unaware of each other. *Whenever you need money, a safehouse, protection, or other help one of your victims can provide*, describe who they are and **roll +Charisma**:

(15+) They can provide you with whatever you require.

(10–14) One of them might be able to help, but it will take some convincing.

(–9) You know someone who can help, but they have already seen through your game. If you want their assistance it will require threats or blackmail to get them to provide it.

1

ADVANTAGE

Influential Friends

You have friends with power and influence. *Whenever you need to acquire an object, gain access to a restricted location, or meet a specific person,* **roll +Charisma**:

(15+) Your friends can arrange for what you want.

(10–14) They can arrange for it, but you have to repay the favor later.

(–9) They arrange for what you want, but you get on a powerful person's bad side or attract negative publicity. The GM makes a Move.

1

ADVANTAGE

Moles

You have placed a number of moles in groups or organizations of interest to you, such as business competitors, governments, or cults. *Whenever you make contact with one of your moles to acquire info or services*, explain what group or organization the mole belongs to, name them, and then **roll +Charisma**:

(15+) You receive both options below.

(10–14) Choose one of the options below.

(–9) The mole's loyalties are questionable. Can you trust them? The GM makes a Move.

Options:

- The mole has penetrated the organization's inner circle; however, their influence is limited.
- The mole owes you one; however, you must meet their demands to get what you want.

1

ADVANTAGE

Network of Contacts

Whenever you check in with your contacts regarding an individual of your choosing, **roll +Charisma**:

(15+) You may ask three questions from the list below.

(10–14) You may ask two questions from the list below.

(–9) You may ask one question from the list below, but the person you're inquiring about finds out you're snooping around. The GM makes a Move.

Questions:

- What resources do they have at their disposal?
- Who do they have business dealings with?
- Where can I find them?
- What do they want?
- What are they most afraid of losing?

1

ADVANTAGE

Notorious

You are famous in your trade. *Whenever you encounter someone who has likely heard about you,* **roll +Charisma**:

(15+) They know of your reputation; you can decide what they have heard. The GM will have them act accordingly. You take *+2 to your next roll* to ***Influence*** them.

(10–14) They know of your reputation; you can decide what they have heard.

(–9) They know of your reputation; the GM decides what they have heard.

1

ADVANTAGE

Perpetual Victim

Whenever you appear defenseless during a dangerous experience, **roll +Charisma**:

(15+) Choose three options. You may save up to two options for use later during the scene.

(10–14) Choose one option.

(–9) Someone tries to take advantage of you and your position. The GM makes a Move.

Options:

- Make someone want to take care of you.
- Make an aggressive person want to not harm you.
- Make someone confide in you.

1

ADVANTAGE

Seducer

You can consciously make people fall in love with you. *Whenever you have an intimate moment with someone*, **roll +Charisma**:

(15+) Choose up to three options, useable any time in the story.

(10–14) Choose up to two options, useable any time in the story.

(–9) Choose one option, useable any time in the story, but you also develop feelings for the person. Increase your **Relation** to them by +1.

Options:

- Give you something you want.
- Reveal a secret.
- Fight to protect you.

NPCs who fall in love with you cannot oppose you, as long as you haven't expended all your options.

Against PCs, you may only choose the following options:

- Make them feel bad for opposing you (they must ***Keep it Together***)
- They feel happy in your presence, and gain **Stability (+2)**.

1

ADVANTAGE

Street Contacts

You have contacts among the homeless, crazies, and other societal outsiders and outcasts. *Whenever you need to know something and check in with your contacts*, **roll +Charisma**:

(15+) Ask up to three questions.

(10–14) Ask one question.

(–9) Ask one question, but someone becomes suspicious or aggressive. The GM makes a Move.

Questions:

- What do you know about the [building/person/organization/event]?
- What rumors are circulating on the street at the moment?
- How can I get into [location]?
- Who in this city would know more about this supernatural thing?

1

ADVANTAGE

Streetwise

Whenever you want to acquire items or services from the criminal underworld, **roll +Charisma**:

(15+) No problem – you get what you're after. Someone will fix you right up.

(10–14) The GM chooses one option:

- It will cost you something extra, such as in-kind services, tasks, or an inflated price.
- You can get it handled, but only by dealing with someone you're already indebted to.
- "Shit, I had one, but I just let it go to [insert name] – maybe you can buy it from her?"
- "Sorry, that's a bit outside of my area, but maybe this will work instead?"

(–9) You think you find what you're looking for, but there will be costly stipulations, considerable flaws, or major complications. The GM makes a Move.

1

ADVANTAGE

Ace up the Sleeve

Whenever someone's got you up against the wall or in a tight spot, **roll +Coolness**:

(15+) Get 2 Edges. You may spend them any time during the scene.

(10–14) Get 1 Edge. You may spend it at any time during the scene.

(–9) Get 1 Edge, but the situation is worse than you imagined. The GM makes a Move.

Edges:

- You have a small, concealed lethal weapon (stiletto or similar), which you can produce unnoticed.
- You realize your opponent has a weakness you can exploit (take *+2 to your next roll*, if it involves exploiting the weakness). Ask the GM what it is.
- You spot a way out. Ask the GM what it is. Take *+2 to your next roll* to make use of it.

1

ADVANTAGE

Backstab

Whenever you attack someone who's unprepared for it, **roll +Coolness**:

(15+) Choose two options.

(10–14) Choose one option.

(–9) You expose your betrayal and your target gets to react to your attack as usual. The GM makes a Move.

Options:

- *Aim for the sensitive parts:* Deal **+1 Harm**.
- *Knock out:* The NPC is rendered unconcious. PCs roll to ***Endure Injury*** and become neutralized on a **(–9)**.
- *Careful:* You act soundlessly and, if your victim dies, you leave no clues or traces behind.

1

ADVANTAGE

Boss

You have five to ten criminal henchmen who are loyal to you, usually for as long as you continue paying them. *Whenever you send your henchmen to do a risky job*, **roll +Coolness**:

(15+) They follow your orders and everything goes according to plan.

(10–14) They follow your orders, but GM picks one option:

- Someone got into trouble.
- The job isn't done, and needs something else to be completed.
- There will be repercussions later on.

(–9) The GM decides what went wrong, and whether it's immediately evident or will become apparent later on. The GM makes a Move.

1

ADVANTAGE

Burglar

Whenever you make use of your expertise in breaking and entering, **roll +Coolness**:

(15+) Get three options. You may spend them any time during the scene.

(10–14) Get two options. You may spend them any time during the scene.

(–9) Get one option, but a problem arises. The GM makes a Move.

Options:

- You silently open a locked door within a few moments.
- You neutralize an alarm.
- You bust a lockbox or safe in less than two minutes.
- You avoid being discovered by someone.
- Trick someone into believing you belong here (e.g., pretend you're a security guard) for a limited time.

1

ADVANTAGE

Driver

You are a trained professional at operating motor vehicles (car or motorcycle). *Whenever you drive your vehicle under pressure and in dangerous situations*, **roll +Coolness**:

(15+) Gain 3 Edges. You may spend them anytime during the scene.

(10–14) Gain 2 Edges. You may spend them anytime during the scene.

(–9) Gain 1 Edge to spend any time during the scene, but the situation worsens somehow – maybe you speed past a police car, additional vehicles start pursuing you, or you or your vehicle is damaged. The GM makes a Move.

Edges:

- Make a risky maneuver to get out of the way.
- Shake off one pursuing vehicle.
- Use your vehicle as a weapon against a pedestrian (**2/3/4 Harm** depending on speed).
- Sideswipe another vehicle off the road.

1

ADVANTAGE

Escape Artist

You are a master at slipping away when the shit hits the fan. *Whenever you need to escape a dangerous situation*, outline your plan and **roll +Coolness**:

(15+) You escape without complications.

(10–14) You can choose to stay or escape at a cost, such as leaving something important behind or take something traceable with you. The GM decides what it is.

(–9) You are only half out the door when you're caught in a really bad spot. The GM makes a Move.

1

ADVANTAGE

Fast Talk

Whenever you talk to an NPC to get their attention, **roll +Coolness**:

(15+) Choose two options.

(10–14) Choose one option.

(–9) Choose one option, but they grow suspicious of your motives. The GM makes a Move.

Options:

- Prevent the NPC from noticing something in her immediate vicinity.
- Get the NPC to disclose something important (the GM will provide the details).
- Distract the NPC. You take *+1 to your next roll* against them.

1

ADVANTAGE

Ice Cold

You keep your calm and cool, even in the midst of violence and chaos. *Whenever you are in a violent conflict,* **roll +Coolness**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10–14) Get 2 Edges. You may spend them any time during the scene.

(–9) Get 1 Edge, but you attract attention from the hostiles. The GM makes a Move.

Edges:

- Avoid an attack.
- Manage to snatch something.
- Maneuver into a better position.
- Put someone in a bad position (everyone gets +2 to any attack Moves).

1

ADVANTAGE

Improviser

Whenever you attempt to get out of a dangerous situation by winging it, **roll +Coolness**:

(15+) Choose two options.

(10–14) Choose one option.

(–9) Your improvisation makes the situation worse. The GM makes a Move.

Options:

- Come up with a convincing lie.
- Find something you can use as a makeshift weapon (**2 Harm** chop/stab/crush).
- Hide from a pursuer.
- Set a trap that gives you a surprise advantage (+2 to your first attack Move).

1

ADVANTAGE

Parkour

You are deft at running and jumping, even over difficult terrain. *Whenever you execute acrobatic maneuvers*, **roll +Coolness**:

(15+) Choose two options. You may save one until later.

(10–14) Choose one option.

(–9) Choose one option, but a complication, cost, or new threat emerges. The GM makes a Move.

Options:

- Scale a seemingly impossible obstacle.
- Make a seemingly life-threatening leap without suffering Harm.
- Successfully avoid a threat.

1

ADVANTAGE

Sneak

Whenever you keep hidden and try to avoid drawing attention to yourself, **roll +Coolness**:

(15+) Get 2 options. You may spend them any time during the scene.

(10–14) Get 1 option. You may spend them any time during the scene.

(–9) Get 1 option, but you manage to attract someone's attention. The GM makes a Move.

Options:

- Find a secure hiding spot for a while.
- Find an alternate route to avoid encountering people.
- Bypass a security system or other obstacle without being noticed.

1

ADVANTAGE

Weapon Master

You are a master of armed combat or gunplay. Choose your focus:

Armed combat: **Roll +Coolness** instead of **Violence** to ***Engage in Combat*** in close quarters, as well as add the following options for close combat weapons:

- Launching attack [2], [Distance: room]
- Precision attack [2], [Distance: arm, ignores armor]
- Tripping attack [2], [Distance: arm, targets falls prone]

Gunplay: **Roll +Coolness** instead of **Violence** to ***Engage in Combat*** in a firefight, as well as add the following options:

- Two shots in the chest and one in the head [4], [Distance: room, −2 ammo]
- Disarm [1], [Distance: room, −1 ammo, a targeted PC must ***Act Under Pressure***]

1

ADVANTAGE

Animal Speaker

You are able to understand and control animals. *Whenever you attempt to control an animal,* **roll +Intuition**:

(15+) Choose three options. You may save up to two for later.

(10–14) Choose two options. You may save one for later.

(–9) Choose one option, but the animal is affected by your memories and Disadvantages. The GM makes a Move.

Options:

- Make the animal go against its instincts.
- Make the animal follow you.
- Make the animal protect you against an attacker.

1

ADVANTAGE

Chameleon

Whenever you imitate another's appearance or conceal your own identity to trick someone, **roll +Intuition**:

(15+) Your disguise is convincing, as long as you keep the act going.

(10–14) You manage to trick everyone who doesn't examine you in detail, but choose one complication:

- You can't keep this deception up for very long. You must act fast, if you don't want to risk getting exposed.
- You leave traces and clues behind, which can be connected to you later on.

(–9) Your disguise is only effective at a distance. If you attract any attention to yourself, you will be exposed.

1

ADVANTAGE

Character Actor

Whenever you try to blend into a place or crowd by adapting your appearance and behavior to the others present, **roll +Intuition**:

(15+) Choose three options. You may save up to two for later.

(10–14) Choose two options. You may save one for later.

(–9) Choose one option, but things don't go according to plan. The GM makes a Move.

Options:

- Placate someone who is becoming suspicious.
- Get access to a place outsiders aren't allowed to go.
- Get someone to tell you about this place's secrets.
- Get someone's assistance with something here.

1

ADVANTAGE

Crafty

Whenever you manipulate an NPC in a longer conversation, **roll +Intuition**:

(15+) Choose up to two options. You may save one until later during this scene.

(10–14) Choose one option.

(–9) They're on to you. The GM makes a Move.

Options:

- They become suspicious of someone else of your choosing.
- They view you as their ally, for as long as you don't betray them (*+1 to all rolls* against them).
- They willingly do a favor for you.

1

ADVANTAGE

Extortionist

Whenever you ***Read a Person***, you may choose from these questions in addition to the usual ones:

- What are you afraid of?
- What is precious to you?

1

ADVANTAGE

Interrogator

Whenever you ***Read a Person*** *and mention a name, person, or object*, you may always ask "Are you lying?" This doesn't count towards the number of questions you're allowed to normally ask.

1

ADVANTAGE

Intuitive

You can sense people's motives through subconscious readings of their body language, word choices, and behavior. *Whenever you* ***Read a Person***, you may always ask one additional question, regardless of the outcome of your roll.

1

ADVANTAGE

Observant

Whenever you ***Read a Person***, you may choose from these questions in addition to the usual ones:

- What sort of person are you?
- Is there anything odd about you?

1

ADVANTAGE

Vigilant

Whenever you ***Read a Person***, you may choose from these questions in addition to the usual ones:

- Are you hiding anything from me?
- How do you really feel about me?

1

ADVANTAGE

Access the Dark Net

Whenever you search the Dark Net for forbidden information, rare items, or myths, **roll +Perception**:

(15+) You discover what you're looking for, and may also choose one option:

- You discover a portal to another dimension, and a path you can trace back to it later.
- You make contact with someone – or something – who can help you, for the right price.
- You find something valuable or important, in addition to what you were looking for. The GM will tell you what it is.

(10–14) You find what you're looking for, but you're also exposed to repulsive and frightening stimuli. You must ***Keep it Together*** to see how it affects you.

(–9) You find what you're after, but also contact something very dangerous. It might attempt to latch onto you or follow you back into reality. The GM makes a Move.

1

ADVANTAGE

Body Awareness

Your body and mind are as one. *Whenever you perform acrobatic or agile feats,* **roll +Perception**:

(15+) Choose one option.

(10–14) Choose one option, but you expose yourself to danger or incur a cost.

(–9) Choose one option, but something goes very wrong. The GM makes a Move.

Options:

- Escape bindings or restraints.
- Get past an obstacle (creature or object).
- Get into or make it through a space you normally wouldn't be able to.

1

ADVANTAGE

Daredevil

Whenever you're entering a dangerous situation, **roll +Perception**:

(15+) Choose three Edges. You may spend them anytime during the scene.

(10–14) Choose two Edges. You may spend them anytime during the scene.

(–9) Choose one Edge, but you are in over your head. The GM makes a Move.

Edges:

- *Keep your eyes open:* Discover a threat before it discovers you.
- *Get out of the way:* Avoid an attack.
- *Get the jump on them:* Harm your opponent before they can react.

1

ADVANTAGE

Exit Strategy

Whenever you have killed someone covertly and leave the scene of the murder, **roll +Perception**:

(15+) You get all three options below.

(10–14) Choose two of the options below.

(–9) Choose one option, but you risk discovery or face unexpected obstacles. The GM makes a Move.

Options:

- You leave the scene of the murder unnoticed and reach a safe spot of your choosing in the vicinity. Describe how.
- You have left no clues that can be traced back to you.
- The body is well hidden and will not be found for quite some time.

1

ADVANTAGE

Eye for Detail

Whenever you have had time to study somebody for a while, **roll +Perception**:

(15+) Ask three questions from the list below.

(10–14) Ask two questions from the list below.

(–9) Ask one question from the list below, but you expose your inquisitiveness to the person you're observing. The GM makes a Move.

Questions:

- Where are you from?
- Are you capable of violence?
- How could I seduce or tempt you?
- Why are you here?
- What are you working on?

1

ADVANTAGE

Hunter

Whenever you are hunting someone or something, **roll +Perception**:

(15 +) Get three options. You may spend them anytime during this scene.

(10–14) Get two options. You may spend them anytime during this scene.

(–9) Get one option, but you become the prey. The GM makes a Move.

Options:

- Set up an ambush for your enemy (deal your weapon's **Harm**).
- Camouflage (take +2 to ***Act Under Pressure*** while you are hiding).
- Move in shadows (take +2 to ***Avoid Harm*** dealt with a ranged weapon).

1

ADVANTAGE

Instinct

Whenever you ***Observe a Situation*** *and act on the GM's answers*, take **+2** instead of +1.

1

ADVANTAGE

Keen-Eyed

Whenever you ***Observe a Situation***, you may choose from these questions, in addition to the ones normally acquired:

- What weaknesses do they have I can use to my advantage?
- What strengths do they have I should watch out for?

1

ADVANTAGE

Read a Crowd

Whenever you move through a small crowd to gather information, **roll +Perception**. Examples of a 'small crowd' include a party, bar/restaurant, or an office. You decide what specific information you are looking for, as long as it makes sense for the crowd to possess such information:

(15+) Ask three questions.

(10–14) Ask two questions, but you also draw unwanted attention to yourself.

(–9) Ask one question, but you've blown your cover. Those who have what you're looking for will be expecting you. The GM makes a Move.

Questions:

- Who here has information I want?
- Where can I find what I am looking for?
- Who is watching me?
- Is there anything else of interest?

1

ADVANTAGE

Shadow

When shadowing someone, **roll +Perception**:

(15+) You avoid discovery, follow your target all the way to their final destination, and learn something about them you can use to your advantage later.

(10–14) You avoid discovery and follow your target to their final destination.

(–9) You are spotted or encounter some sort of problem along the way. The GM makes a Move.

In contrast, *whenever you want to lose someone shadowing you,* **roll +Perception**:

(15+) You shake your pursuers and can choose to try to shadow them instead.

(10–14) You shake your pursuers.

(–9) Your pursuers are still on your tail, and they can set up an ambush, disappear without a trace (only to show up when you least expect it), or refuse to go away. The GM makes a Move.

1

ADVANTAGE

Survivalist

Whenever you utilize your survivalist skills, **roll +Perception**:

(15+) Choose up to three options, useable while you remain in this situation.

(10–14) Choose up to two options, useable while you remain in this situation.

(–9) Choose one option useable while you remain in this situation, but you've also overlooked something important. The GM makes a Move.

Options:

- Find water and something edible.
- Make it past an environmental obstacle.
- Find a safe spot to hide and rest.

1

ADVANTAGE

Wanderer

Whenever you are heading out to a community or another part of the city, **roll +Perception**:

(15+) You have been here before. Choose two options any time during your visit.

(10–14) You have heard of this place. Choose one option any time during your visit.

(–9) You have been here before, but something bad happened. Choose one option any time during your visit. The GM explains what kind of problem awaits you here and makes a Move.

Options:

- Ask the GM one question about this place.
- You have a contact at this place who could help you, with a bit of convincing.
- You have a hideout here, where you can put your head down and get some rest.
- You know something about this place. Tell the others what.

1

ADVANTAGE

Analyst

Whenever you ***Investigate*** *something,* you may also choose from these additional questions:

- Which organizations, groups, or people of interest may be connected to this?
- Is there a connection between this and another event?
- What could a plausible motive be?

1

ADVANTAGE

Battlefield Medicine

Whenever you stabilize an injured person's wounds, even if you don't have access to medical equipment, **roll +Reason**:

(15+) Choose two options.

(10–14) You may choose one option. However, you must also choose one complication:

- You leave cosmetic scars or defects (the patient loses **Stability (–2)**.
- There are lingering side effects (*–1 to all rolls* the wound could feasibly affect until it's fully healed).
- The patient remains knocked out until the GM determines that they awaken.

(–9) You stabilize the wound, even without access to medical equipment, but there are also unexpected and potentially dangerous consequences, such as infections, healing deformities, or other serious side effects. The GM makes a Move.

Options:

- *Improvisation:* You stabilize one **Wound** without access to medical equipment.
- *Effective:* You stabilize two **Wounds** instead of one.
- *Careful:* The wound stabilizes and will heal much faster than normal.

1

ADVANTAGE

Collector

Whenever you search for an unusual or rare item, **roll +Reason**:

(15+) You know exactly where the item is, how to acquire it, and how to minimize hazards, obstacles, and/or costs.

(10–14) You know roughly where it is and what hazards, obstacles, and/or costs are associated with acquiring it.

(–9) You know roughly where to start searching for it, but not the hazards or costs involved in pursuing it.

1

ADVANTAGE

Crime Scene Investigator

Whenever you investigate a crime scene, **roll +Reason** and ask questions from the list below:

(15+) Ask two questions.

(10–14) Ask one question.

(–9) Ask one question, but your investigation leads you into danger or introduces additional problems later on.

Questions:

- What was the chain of events?
- What can I assume about the perpetrator?
- Which mistakes did the perpetrator make?
- When was the crime committed?
- When was someone here last?
- Does the crime remind me of something I am familiar with already and, if so, what?
- Who might know more about the crime?

1

ADVANTAGE

Data Retrieval

Whenever you look for information on a subject in a library, research archive, or on the Internet, **roll +Reason**. In response to the inquiries you make, the GM will tell you what you uncover, in as much detail as can be expected from the source you have utilized:

(15+) Ask three questions.

(10–14) Ask two questions.

(–9) Ask one question, but you also discover something unexpected. The GM makes a Move.

Questions:

- What is its origin?
- What is it meant for?
- How does it work?
- What do I have to watch out for?
- How can I stop or destroy this?

1

ADVANTAGE

Expert

You are an expert in certain fields of knowledge. *Whenever you* ***Investigate*** *something associated with one of your chosen fields*, you always get to ask one additional question, regardless of the outcome, and may ask any questions you want:

Choose two areas of expertise:

- Archeology
- Economics
- History
- Comparative literature
- Psychology
- Sociology
- Theology
- (Other)

1

ADVANTAGE

Explosives Expert

You can build and disarm bombs. *If you have enough time and resources,* you can build any kind of bomb you like. However, *whenever you're building an improvised bomb under time pressure,* **roll +Reason**:

(15+) You construct a functional bomb (see *Explosives* in *Chapter 4 – The Player Character*).

(10–14) The bomb's blast potential is lower than usual (decrease Harm dealt by –1).

(–9) The bomb is unpredictable. Maybe it doesn't detonate, detonates prematurely, or it is more powerful and volatile than expected. The GM makes a Move.

When you are disarming a bomb, **roll +Reason**:

(15+) The bomb is deactivated.

(10–14) Complications arise. Maybe you can't completely turn it off, just delay the timer, weaken the explosive effect, or something else turns up and makes thing worse.

(–9) *Fuck, that's not good!* The bomb may go off in your hands, the timer starts counting down from 10, 9, 8, 7..., or even bigger problems occur. The GM makes a Move.

1

ADVANTAGE

Hacker

Whenever you penetrate digital networks in the pursuit of confidential data, crack software, or disable security systems, **roll +Reason**:

(15+) You accomplish your task without a problem.

(10–14) Complications arise. Choose one option:

- Someone discovers the intrusion. You must take risks or compromise on how much you're able to accomplish.
- You leave traces of your intrusion.

(–9) Unbeknownst to you, your intrusion didn't work out as you wanted. Maybe you didn't succeed at your task as well as you imagined, or you may have been discovered by personal enemies, law enforcement, or something else lurking in the network. The GM makes a Move.

1

ADVANTAGE

Inventor

Whenever you are about to create or repair something, explain what you are about to do. The GM will tell you what you need to succeed, and once you have collected these materials, you may **roll +Reason**:

(15+) The construction is successful and you may pick two options from below.

(10–14) The construction has minor flaws. You may choose one option from below.

(–9) You complete the construction or repair, but it has significant flaws, some of which are hidden. The GM makes a Move.

Options:

- *Durable:* The construction can be used multiple times and doesn't break easily.
- *Effective:* The construction confers *+1 on rolls* where it is used for its intended purpose.
- *Lethal:* The construction causes **+1 Harm**.
- *Protective:* The construction confers **+1 armor**.

1

ADVANTAGE

Manhunter

Whenever you're out to get information about someone, **roll +Reason**:

(15+) Ask the GM three questions from the list below.

(10–14) Ask the GM two questions from the list below.

(–9) Ask the GM one question from the list below, but someone figures out you've been snooping around.

Questions:

- What is their background?
- What or who do they love most of all?
- Who do they surround themselves with, like, and/or trust?
- Where are they located right now?
- How can I best gain access to them?

1

ADVANTAGE

Occult Library

Whenever you are in your library researching the supernatural, **roll +Reason**:

(15+) Ask the GM two questions from the list below.

(10–14) Ask the GM one question from the list below.

(–9) Ask the GM one question from the list below, but you have missed or overlooked something crucial. The GM takes 1 Hold, which can be spent at any time to make a hard or soft Move.

Questions:

- Which higher power does this have connections to?
- What do I need, or need to do, to exorcise or control this being?
- Which dimension is this associated with?
- What must I do to protect myself from this?

1

ADVANTAGE

Occult Studies

You are a student of the occult. *Upon coming in contact with a magical discipline, entity, or phenomenon for the first time,* **roll +Reason**:

(15+) Take both options below.

(10–14) Choose one option.

(–9) You have a hazy memory of something like this, but can't say for sure if it's true or not. The GM explains what it is you remember.

Options:

- I know something about this (ask the GM what you know and take *+1 ongoing* while acting on the answers during this scene).
- I know where I can find more information about this (ask the GM where).

1

ADVANTAGE

Prepared

Whenever you investigate a location prior to visiting it, **roll +Reason**:

(15+) Choose three options.

(10–14) Choose two options.

(–9) Choose one option, but you have missed or overlooked something crucial. The GM takes 1 Hold, which can be spent at any time to make a hard or soft Move for the location.

Options:

- Find or create a map of the location.
- Uncover any security systems and other obstacles.
- Pinpoint the location of something you're after.

1

ADVANTAGE

Puppeteer

Whenever you execute a plan using other people as pawns, **roll +Reason**:

(15+) Everyone involved takes *+1 ongoing* to carry out the plan, and you get one **Experience** if the plan is successful.

(10–14) You get one **Experience** if the plan is successful, but you have overlooked or miscalculated something.

(–9) Your plan is inadequate, revealed, and/or misguided. The GM makes a Move.

1

ADVANTAGE

Quick Thinker

Whenever you commence a dangerous mission, **roll +Reason**:

(15+) Choose up to three options, at any time during the mission.

(10–14) Choose up to two options, at any time during the mission.

(–9) At any time during the mission, choose one option, but you've failed to account for something. The GM makes a Move.

Options:

- Remember something that's advantageous in a negotiation. Ask the GM what it is.
- You possess some equipment you can use to get out of a sticky situation. Ask the GM what it is.
- You have special field training that would be useful in getting past one of your obstacles. Ask the GM what it is.

1

ADVANTAGE

Scientist

*Whenever you **Investigate** an object or entity using the proper equipment,* you may choose from these following questions, in addition to those acquired through investigation:

Questions:

- What properties does this have? (take *+1 to any rolls* against entities or objects of a similar type next time you encounter it).
- How do I make use of this? (take *+1 to any rolls* associated with using the object).
- What is its purpose?

1

ADVANTAGE

Tracer

Whenever you utilize your intelligence networks to trace someone or something, **roll +Reason**:

(15+) Ask up to three of the questions below.

(10–14) Ask up to two of the questions below.

(–9) Ask one of the questions, but someone notices you snooping around. It might be someone you'd rather not be known by, or a traitor inside your network.

Questions:

- Where in the world was this seen last?
- What people have associated themselves with what I'm looking for lately?
- What tracks and marks has it left behind?
- Who else is trying to find what I'm looking for?

1

ADVANTAGE

Artifact

You own a seemingly mundane item, which actually possesses mystical powers. Its powers can be activated through certain methods, such as infusing it with blood or whispering forbidden words (you decide what is required). *Whenever you activate the object*, **roll +Soul**:

(15+) Choose one option (the GM determines what happens).

(10–14) Choose one option (the GM determines what happens). However, the artifact also exacts an additional price (the GM determines what is required).

(–9) The artifact does something unexpected, possibly dangerous. The GM makes a Move.

Suggested options:

The GM may wish to modify this list of options, either on their own or by working together with the player to come up with what exactly the PC's artifact can do.

- See the true form of a creature or location.
- Receive a vision of what threatens you.
- Get yourself out of a bind.
- Call on the entity bound to the artifact and bargain with them.

1

ADVANTAGE

Bound

You are bound to an extradimensional entity whose powers you can draw upon. Explain what you think it is. *At the start of each game session*, **roll +Soul**:

(15+) You may choose up to three options at any time during the session.

(10–14) You may choose one option at any time during the session.

(–9) You may choose one option at any time during the session, but the GM makes a Move for the entity at some point during the session.

Options:

- See the true form of a creature or location.
- Disperse magic targeting you.
- Call on the entity.

1

ADVANTAGE

Charismatic Aura

You radiate an aura that makes people trust you and seek your company. *Whenever your aura is truly noticeable*, **roll +Soul**:

(15+) Choose two separate options.

(10–14) Choose one option.

(–9) Choose one option, but you also attract unwanted attention. The GM makes a Move.

Options:

- Catch a stranger's attention. They become curious and approach you.
- Change a person's disposition towards you from either aggressive to suspicious, suspicious to neutral, or neutral to positive.
- Make opponents perceive you as harmless and ignore you for as long as you remain in the background and do not act against them.

1

ADVANTAGE

Contagious Insanity

Whenever you allow your madness to infect someone you're speaking with, **roll +Soul**:

(15+) Choose two options.

(10–14) Choose one option.

(–9) Your intended victim's own terrors and Dark Secrets manifest within you, instead. You must ***Keep it Together***.

Options:

- Afflict your victim with a temporary psychosis, in which they are haunted by their fears (NPCs only).
- Trigger a Disadvantage within another person (PCs only, roll for the Disadvantage).
- Affect an additional victim.
- Call for creatures of madness to haunt the infected.

1

ADVANTAGE

Cult Leader

Whenever you and your followers perform a ritual, **roll +Soul**:

(15+) Choose to receive up to three visions from the list below.

(10–14) Choose to receive up to two visions from the list below.

(–9) Choose one vision, but the Illusion tears as a result. You may temporarily be transported into another dimension, attract a demonic being's attention, or receive a horrifying omen. The GM makes a Move.

Visions:

- A creature's true form.
- A portal between dimensions.
- The cult's enemies.
- The purpose of an object.
- Your deity's wishes (take *+1 to all rolls* while fulfilling their wishes).

1

ADVANTAGE

Dabbler in the Occult

You know a little of magical rituals, but have never gone beyond performing written instructions. *Whenever you attempt to perform a magical ritual from a set of instructions*, **roll +Soul**:

(15+) You perform every step correctly; the ritual works as intended.

(10–14) You make a minor error. The GM chooses one complication:

- You do not have working protection against the forces or entities the ritual summons.
- The effects of the ritual are slightly different than what you had imagined.
- The ritual summons unexpected entities or forces.

(–9) You misunderstand the scripture and perform the ritual with no control whatsoever over the resulting outcome. The GM makes a Move.

1

ADVANTAGE

Divine

There is something about you that reminds your former servants of what you truly are. *Whenever you encounter a monstrous creature,* **roll +Soul**:

(15+) The creature mistakes you for a god. Choose up to three options, useable any time during this scene.

(10–14) You are fascinating to the creature. Choose one option.

(–9) You may choose one option, but after using it the creature becomes determined to possess you. It might try to devour you or perhaps capture you. The GM makes a Move.

Options:

- Soothe an aggressive creature.
- Command the creature and force it to obey your order.

1

ADVANTAGE

Dreamer

You are a talented, self-taught dream wanderer. *Whenever you want to meet someone or find out the truth about something in the Dream,* **roll +Soul**:

(15+) You meet the intended person or arrive at the specific place in the Dream.

(10–14) You meet the intended person, or arrive at the specific place. However, some element has changed, or something followed you or the person in question.

(–9) You are lost in the Dream and cannot wake up until you find your way back.

1

ADVANTAGE

Enhanced Awareness

When you focus your senses at a location where the Illusion is weak, **roll +Soul**. On a success, you have visions about the place and may be able to speak to entities tied to it:

(15+) You can discern clear details regarding the location.

(10–14) You get some basic impressions regarding the location.

(–9) The Illusion tears. The veil is lifted temporarily, revealing an alternate dimension – the GM determines which one. The PC could be sucked into it or something may cross over into our reality. The GM makes a Move.

1

ADVANTAGE

Exorcist

Whenever you perform an exorcism to banish a spirit or extradimensional creature, explain what the ritual looks like and **roll +Soul**:

(15+) The creature is banished. Choose two options.

(10–14) The creature is banished. Choose one option.

(–9) The creature resists banishment and something goes terribly wrong, such as the creature possessing you. The GM makes a Move.

Options:

- Nobody is harmed during the ritual.
- The entity will not reappear later.
- The entity will not become hostile toward you.

1

ADVANTAGE

Forbidden Inspiration

Whenever you dive deep into your art and allow yourself to be inspired by the Truth, **roll +Soul**:

(15+) Choose two options.

(10–14) Choose one option.

(–9) You have gazed too deeply into the abyss. Choose one option, but you also experience terrifying visions or encounter something horrible. The GM makes a Move.

Options:

- *Enticement:* Entice an entity to come to you.
- *Visions:* ***See Through the Illusion*** into a specific place of your choice.
- *Inspiration:* Ask the GM if there is anything strange or supernatural about the situation you're in. The answer will be revealed through your art.

1

ADVANTAGE

Genius

Whenever you find yourself in a life-threatening situation, **roll +Soul** to see if you can discover a way out:

(15+) Choose up to three Edges, useable any time in the scene, while you're still in danger.

(10–14) Choose up to two Edges, useable any time in the scene, while you're still in danger.

(–9) Choose one Edge, but you also attract unwanted attention. The GM makes a Move.

Edges:

- *Logical:* You realize an effective way to dispose of the threat. Deal **+1 Harm** whenever you exploit it.
- *Quick thinker:* You realize how to protect yourself from Harm. Treat it as if you'd rolled a **(15+)** on ***Avoid Harm*** whenever you exploit it.
- *Rational:* You realize how to save yourself by sacrificing someone else. Pick the person you utilize to escape the threat.

1

ADVANTAGE

Implanted Messages

Whenever you experiment on a human, you may implant an order into them. **Roll +Soul**:

(15+) You hold 2 Power over them.

(10–14) You hold 1 Power over them.

For as long as you retain Power over them, they take **1 Serious Wound** should they refuse or attempt to go against your order, but this loosens your grip over them by 1 Power. If they fulfill your order, all your remaining Power over them is removed.

(–9) Something goes wrong, such as they get hurt in the process or the order's outcome is different than what you imagined. The GM makes a Move.

1

ADVANTAGE

Inner Power

You harbor a mysterious power, which you do not fully understand. The power can protect you, but you have no control over it. *Whenever you release your inner power*, **roll +Soul**:

(15+) The power attacks all opponents in your vicinity, causing **2 Harm**.

(10–14) The power attacks your closest opponent, causing **2 Harm**.

(–9) The power attacks *all* living beings, including yourself, in the vicinity, causing **2 Harm**.

1

ADVANTAGE

Lay on Hands

You are able to heal others' wounds without using medicine or first aid, but you must channel the injuries onto yourself or another living victim. To transfer the **Wound**, you must be able to see the victim, but not touch them and they are not required to consent. The wound transferred is of the same type, severity, and condition as the original. *Whenever you lay your hands on a seriously or critically wounded person and pray*, **roll +Soul**:

(15+) You fully heal the injured person, channeling the **Wound** onto yourself or a selected target.

(10–14) You stabilize the injured, channeling the **Wound** onto yourself or a selected target.

(–9) You may choose to stabilize the injured, but if you do, the powers break free from your control.

1

ADVANTAGE

Magical Intuition

You have an innate ability to perceive Kirlian auras and sense the presence of magic. *Whenever you utilize your magical intuition*, **roll +Soul**:

(15+) Choose up to three options. Up to two may be saved until later this scene.

(10–14) Choose up to two options. One may be saved until later this scene.

(–9) Choose one option, but you also get an unexpected vision or attract attention. The GM makes a Move.

Options:

- Learn something about a creature's true nature.
- Learn if something has a magical nature.
- Learn where the Illusion is weakest towards other dimensions.

1

ADVANTAGE

Magnetic Attraction

Whenever you attract everyone's attention, **roll +Soul**:

(15+) Choose up to three options. You may save up to two until later in the scene.

(10–14) Choose one option.

(–9) Choose one option, but someone present becomes obsessed, wanting to have you, keep you, and own you for themselves. The GM makes a Move.

Options:

- People forget what they're doing and can do nothing but stare at you.
- Draw someone to you.
- Get someone to do what you ask.

1

ADVANTAGE

Sixth Sense

You have an intuition for things, both good and bad. *At the start of each game session*, **roll +Soul**:

(15+) Choose up to three options, useable any time during the session.

(10–14) Choose up to two options, useable any time during the session.

(–9) Your instincts will fail to trigger in a dangerous situation. The GM makes a Move at some point during the session.

Options:

- Act first in a threatening situation. This can include even acting prior to a surprise attack.
- Sense whether someone wishes good or ill towards you.
- Discover or sense a clue or lead when you're off track.

1

ADVANTAGE

Snake Charmer

Whenever you perform your chosen art form for an intelligent, monstrous creature, **roll +Soul** to awaken a desire within them:

(15+) Choose one option immediately, and you may choose up to two more any time in the future.

(10–14) Choose one option.

(–9) The desire is beyond the creature's ability to regulate. It cannot help but attempt to devour or imprison you.

Options:

- Ask the creature for help with a problem.
- Ask the creature for something you desire.

1

ADVANTAGE

Stubborn

Whenever you push yourself to the limit to overcome a threat, **roll +Soul**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10–14) Get 2 Edges. You may spend them any time during the scene.

(–9) Get 1 Edge, but you push yourself past your breaking point. Decrease **Stability (–2)**.

Edges:

- *Refuse to give up:* Postpone the effects of a critical injury until you have made it out of the threat's reach.
- *Will over skill:* **Roll +Willpower** instead of the normal attribute whenever you avoid or fight whatever is threatening you.
- *Steel yourself:* Break free from a supernatural effect.

1

ADVANTAGE

Voice of Insanity

Whenever you manipulate a crowd, **roll +Soul**:

(15+) Choose up to three options, useable any time during this scene.

(10–14) Choose up to two options, useable any time during this scene.

(–9) Choose one option, useable any time during this scene. However, the crowd becomes uncontrollable and volatile, and cannot be dispersed. The GM makes a Move.

Options:

- Attract other people to join in the crowd.
- Have crowd members give you all their valuables.
- Unite the crowd to fight for you.
- Incite the crowd into an orgy of unbridled emotion: sexual lust, anger, sorrow, violence, generosity, or celebrating, depending on what concepts you are instilling into them.
- Have the crowd disperse and calmly return to their normal lives.

1

ADVANTAGE

Voice of Pain

The first time you are seriously or critically wounded by an opponent's attack, you can gain insight from your pain. **Roll +Soul**:

(15+) You get two options.

(10–14) Choose one option.

(–9) Choose one option, but the pain will overwhelm you eventually and make you black out.

Options:

- You realize how to get through your opponent's defenses (take +1 to ***Engage in Combat*** with them).
- You find your opponent's weak spot (deal **+1 Harm** whenever you ***Engage in Combat*** with them).
- You perceive your opponent's pattern of attack (take +1 to ***Avoid Harm*** whenever they attack you).

These effects are permanent against this opponent.

1

ADVANTAGE

Wayfinder

Whenever you travel between two places in the city and allow your madness to guide you through the alleys, **roll +Soul**:

(15+) You discover a shortcut through the alleys, which takes you to your destination within a few minutes, regardless of how far the distance actually is.

(10–14) You discover a shortcut, but there is also some sort of obstacle you will need to get past.

(–9) You discover a shortcut, but it leads you into a dangerous situation, such as the lair of some creature or an ambush set by some gang. The GM makes a Move.

1

ADVANTAGE

Deadly Stare

Whenever you find yourself in a charged situation, **roll +Violence**:

(15+) You make eye contact with an NPC, causing them to freeze up and be unable to take any actions until you break eye contact. You also get *+2 ongoing* against your target.

(10–14) You make eye contact with an NPC, causing them to freeze up and be unable to take any actions until you break eye contact.

(–9) Your opponents see you as their primary threat.

1

ADVANTAGE

Death Drive

Whenever you fight with no regard for your personal safety, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10–14) Get 2 Edges. You may spend them any time during the scene.

(–9) Get 1 Edge, but afterwards you discover you have been injured without noticing it (***Endure Injury***; the GM determines the amount of Harm based on who attacked you and how).

Edges:

- *Eager:* ***Engage*** an additional hostile ***in Combat***.
- *Vicious:* deal **+2 Harm** with one attack.
- *Frantic:* get within reach to attack a hostile.
- *Reckless:* frighten your opponents by laughing into the face of death (*+1 ongoing* during the fight).

1

ADVANTAGE

Enforcer

Whenever you credibly threaten someone directly or suggestively, **roll +Violence**:

(15+) They must decide to either do what you want or defy you with the knowledge that you can execute your threat.

(10–14) You must give them a third option. Choose one:

- They offer you something they think you'd rather have.
- Retreat from the scene.
- They are terrorized; you have *+1 ongoing* on all rolls against them until they've proven they're not afraid of you.
- They attack you from a disadvantaged position. You take *+2 on your roll* to ***Engage in Combat*** if you counterattack.

(–9) Turns out you didn't have the advantage you thought you did. The GM makes a Move.

1

ADVANTAGE

Field Agent

You have been trained by an intelligence agency to fight in the field. *Whenever you enter combat*, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10–14) Get 2 Edges. You may spend them any time during the scene.

(–9) Get 1 Edge, but you have made a bad call. The GM makes a Move.

Edges:

- *Take cover:* avoid a ranged attack by diving behind an object or a person.
- *Choke hold:* lock a human opponent in a grip they cannot get out of without taking **1 Harm**.
- *Disarm:* remove an opponent's weapon in close combat.
- *Improvised weapon:* execute a lethal, close-combat attack with a seemingly innocuous object (Surprise Strike [2] [Distance: arm]).

1

ADVANTAGE

Gang Leader

You're the boss of a small gang of criminals. *Whenever you give your gang orders that are risky and/or may result in them paying a high price,* **roll +Violence**:

(15+) They enact your orders without question.

(10–14) They do as you want, but there is a complication (choose one):

- One of them defies you in front of the others.
- They will all be disgruntled for some time.

(–9) Problems arise. Maybe something goes wrong when carrying out your orders, or they doubt your abilities as a leader. The GM makes a Move.

1

ADVANTAGE

Intimidating

There is something about you that instinctively makes others fear you. *Whenever you're trying to frighten another person*, **roll +Violence**:

(15+) They succumb to fear and give in to your demands.

(10–14) They run away from you or give in to you, GM's choice.

(–9) They see you as their primary threat and act accordingly. The GM makes a Move for them.

1

ADVANTAGE

Lightning Fast

Whenever you move unexpectedly fast in combat, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10–14) Get 2 Edges. You may spend them any time during the scene.

(–9) Get 1 Edge, but you also end up in a bad spot or face unexpected resistance. The GM makes a Move.

Edges:

- *Dodge:* avoid an attack.
- *Blinding speed:* ***Engage in Combat*** with every opponent within reach of your weapon as a single attack. If you're attacking with a firearm, this uses up all its ammo.
- *Uncanny precision:* hit your opponent's weak spot. Deal **+1 Harm**.

1

ADVANTAGE

Martial Arts Expert

Whenever you're fighting in close quarters, **roll +Violence**:

(15+) Get 2 Edges. You may spend them any time during the scene.

(10–14) Get 1 Edge.

(–9) Get 1 Edge, but you underestimate your opponents, who may be more numerous or skilled than you first assumed. The GM makes a Move.

Edges:

- *Block:* avoid a melee attack.
- *Roundhouse strike:* ***Engage in Combat*** against several opponents surrounding you, counting as a single attack.
- *Disarm:* remove an opponent's weapon.
- *Throw:* reposition an opponent or drop them to the ground.

1

ADVANTAGE

Officer

Whenever you are in combat with at least one ally by your side, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10–14) Get 2 Edges. You may spend them any time during the scene.

(–9) You misjudge the situation. Choose whether you have put yourself or one of your allies in harm's way. The GM makes a Move for your opponent.

Edges:

- *Attack!:* One ally gets *+2 to their next roll* to ***Engage in Combat***.
- *Coordinate fire!:* All allies get *+1 to their next roll* to ***Engage in Combat*** with firearms while in the fight.
- *Aim for the head!:* You or one of your allies' ***Engage in Combat*** deals **+1 Harm**.
- *Take cover!:* You or an ally receive **2 Armor** against a ranged attack.

1

ADVANTAGE

Ruthless

Whenever you sacrifice another to save your own skin, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10–14) Get 2 Edges.

(–9) Things turns out in a bad way for you instead. The GM makes a Move.

Edges:

- *Human shield:* force them to take all the **Harm** from one attack for you.
- *Bait:* expose someone to danger so you can flank an enemy (deal **+1 Harm**).
- *Sacrifice:* Leave them to the enemy while you slip away.

1

ADVANTAGE

Sniper

Whenever you fire at a distant target utilizing a scoped rifle, **roll +Violence**:

(15+) The shot finds its target. Choose two options.

(10–14) The shot finds its target. Choose one option.

(–9) The shot didn't go where you intended it to, or you reveal your position to the enemy – expect witnesses, opponents pursuing you as you leave the scene, or other problems. The GM makes a Move.

Options:

- Deal **+1 Harm**.
- Hit another target as well.
- Immobilize your target.
- Get the target to lose control of something.
- You don't reveal your position.

1

ADVANTAGE

Streetfighter

Whenever you fight in close combat, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10–14) Get 2 Edges, but the GM also gets to pick one complication:

- You risk losing control during the fight (***Keep it Together*** to prevent it).
- You earn an enemy, who will try to get back at you later.

(–9) You're unfocused and lose control. The GM makes a Move.

Edges:

- *Dodge:* avoid an attack.
- *Flurry of blows:* take *+2 on your roll* to attack an opponent.
- *Dirty strike:* momentarily stun an opponent by painfully striking them, e.g. on the eye, crotch, or ear...

1

ADVANTAGE

Survival Instinct

Whenever you suffer a serious or critical injury yet refuse to yield, **roll +Violence**. On a success, you may temporarily ignore the effects of the injuries, but you will need treatment to stabilize them as soon as the time limit expires:

(15+) You ignore your injuries until the conflict is over, as well as choose one:

- *Viciousness*: *+1 ongoing* to ***Engage in Combat*** rolls for the remainder of the fight.
- *Adrenaline rush*: *+1 ongoing* to ***Endure Injury*** rolls for the remainder of the fight.

(10–14) You ignore your injuries until the conflict is over.

(–9) You overexert yourself and after a few moments your injuries cause you to pass out and collapse. After your next action, the GM decides when and how you pass out.

1

ADVANTAGE

Arcane Researcher

Whenever you venture into alternate planes of existence or meet entities from other dimensions, you may declare that you have read about this dimension or creature before. Ask the GM what you learned from your past studies.

1

ADVANTAGE

At any Cost

Whenever you truly desire something, you may take +2 to a roll by decreasing **Stability (–2)**.

1

ADVANTAGE

Code of Honor

You abide by a strict code of honor. Decide its nature. *Whenever you take risks or make sacrifices for your code of honor*, gain **Stability (+1)**.

1

ADVANTAGE

Dead Shot

You are a seasoned marksman. Any Harm you deal with a firearm is considered **+1 Harm**.

1

ADVANTAGE

Desperate

Whenever you try to make it through overwhelming odds, take *+1 on all rolls* until you're clear of the threat.

1

ADVANTAGE

Divine Champion

Whenever you fight your deity's enemies or *fight to protect a sacred object*, you do **+1 Harm** and take +1 to ***Endure Injury***. *If you lose such a battle*, your deity becomes irate, and you take *–1 ongoing* to all actions related to your deity until you have atoned for your failure.

1

ADVANTAGE

Elite Sport

You've competed professionally in a sport, through which you have received stipends to fund your studies. Choose a sport:

- *Fencing:* When using swords, you can make the attack, Riposte [3], [Distance: arm, attack immediately after parrying], and you have a rapier [Stabbing weapon] at home.
- *Baseball/Cricket/Football/Soccer/Tennis:* You take *+1 ongoing* while running, throwing, or catching objects.
- *Ice hockey:* You take *+1 to rolls* to ***Endure Injury*** against close combat attacks.

1

ADVANTAGE

Endure Trauma

You are not as easily affected by trauma as others. *Whenever you reduce* **Stability**, you always lose 1 fewer level than normal.

1

ADVANTAGE

Eye for an Eye

Whenever you suffer a serious or critical injury, name the person you feel is responsible. You get +2 *ongoing* to all rolls against them, forever. All rolls targeting the person count, but rolls targeting the person's family, friends, minions, and property only count if the GM feels they're applicable.

1

ADVANTAGE

Good Samaritan

Whenever you help another at your own expense, gain **Stability (+1)**.

1

ADVANTAGE

Gritted Teeth

Abuse, violence, self-harm, and assaults have become familiar, and the pain hardly affects you at all anymore. You suffer no penalties from wounds, whether serious or critical.

1

ADVANTAGE

Grudge

When someone directly or indirectly ruins your plans, you take *+1 ongoing* against them until you have taken revenge or received restitution of equal worth to what you lost.

1

ADVANTAGE

Hardened

You take *+1 ongoing* to ***Endure Injury***.

1

ADVANTAGE

Jaded

Whenever you roll **(10–14)** *to* ***Keep it Together***, you may suppress your emotions and postpone their effects until the next scene.

1

ADVANTAGE

Manipulative

Whenever you do someone a favor or *learn one of their secrets*, you may later choose one of the options below, by reminding them of your prior services or hint at the secret you know:

- Take +2 to ***Influence*** them.
- Take +2 to ***Hinder*** them.

1

ADVANTAGE

Opportunist

Whenever you sacrifice someone else to further your own goals, gain **Stability (+1)**.

1

ADVANTAGE

Rage

When in combat, you may awaken your inner rage. Lose **Stability (−1)** and mark 1 Rage. Every time you get a wound and every time you defeat a foe, increase Rage **(+1)**. Rage lasts until the end of the combat.

During combat, you may spend 1 Rage to choose 1 Edge:

- *Brutal assault:* take **+1 Harm** to your attack.
- *Ignore the pain:* take +2 to ***Endure Injury***.
- *Lost in frenzy:* shake off and ignore psychological or supernatural influence.

1

ADVANTAGE

Sealed Fate (requires the Disadvantage Condemned)

Whenever you are dealt a **Critical Wound**, you may mark 1 Time from Condemned to immediately stabilize the **Wound**.

Whenever you die, mark 2 Time from Condemned and reawaken, injured and weak, but alive. All your **Wounds** will be stabilized.

1

ADVANTAGE

Thirst for Knowledge

Whenever you learn new information about alternate planes of existence, a supernatural entity, or a Higher Power, gain **Stability (+1)**.

1

ADVANTAGE

To the Last Breath

(requires the Disadvantage Condemned)

When you refuse to give in even if the odds turn against you, mark 1 Time to reroll the dice.

1

ADVANTAGE

Watchers

You are being watched over and protected by a group of mysterious people who intend on keeping you alive for their own obscure purposes. *Whenever you are in mortal danger*, you can activate your watchers. If you do, the GM takes 1 Hold. The watchers act as a small/medium/large gang (**2/3/3 Harm**, **5/10/15 Wounds**), dependent on how powerful the threat is. Their sole motivation is to keep you out of harm's reach. The GM can also spend Hold on the watchers' behalf to let them make a Move against you.

1

ADVANTAGE

Workaholic

Whenever you create something or carry out an experiment, gain **Stability (+1)**.

1

ADVANTAGE

Worldly

Whenever you arrive at a new location in the mundane world, decide whether you have been here before, and if so, name some detail about the place significant to you. Also, decide if you met someone there and what you left behind. The GM will say what has changed since then.

DISADVANTAGE

Bad Reputation

For some reason, you have attracted the public's disapproval – even animosity. Perhaps you've been spotlighted in the tabloids as a pedophile or murderer, falsely or otherwise. *In the first game session and whenever you attract the public's attention*, **roll +0**:

(15+) You blend in. Nobody is out to get you.

(10–14) You have been recognized. The GM takes 1 Hold.

(–9) Several people have recognized you. Anger and fear control their actions. The GM takes 3 Hold.

The GM can spend Hold to make a Move representing how your bad reputation sticks to you. For example, people might react with fear and suspicion towards you, a lynch mob forms to bring you to justice, your property is vandalized, your allies turn against you, and you can lose your job, agreements, and relationships.

DISADVANTAGE

Broken

Some experience in your past has broken your psyche so badly you've been unable to recuperate from it. As a result, your **Stability** can never increase beyond *Distressed* (6).

DISADVANTAGE

Competitor

You have a competitor in the criminal underworld, whose business niche is similar to yours. *Whenever you neglect to protect your interests or are distracted elsewhere*, **roll +0** to see if your competitor managed to damage your business:

(15+) You are safe from your competitor, for the moment.

(10–14) You have been careless. Your competitor may strike against you. The GM takes 1 Hold.

(–9) You hand your competitor a golden opportunity, and they move against your interests. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your competitor. For example, your competitor may take control of some of your business dealings, learn one of your secrets, sabotages one of your assets, or harms or buys off someone you care for and trust.

DISADVANTAGE

Condemned

Time:

Your fate has already been sealed. Perhaps you're dying from a disease, been promised as the sacrificial offering to a forgotten god, or you've sold your soul to some entity, waiting to drag you off to hell when your time is up. *At the start of every game session*, **roll +0**:

(15+) You still have some time remaining.

(10–14) Your fate approaches. The GM chooses one of the following options:

- The player marks 1 Time.
- You're tortured by dreams or visions of your fate. Reduce **Stability (–2)**.
- You're haunted by the entity or event that sealed your fate.
- Someone in your vicinity is negatively affected by your fate.
- Something provides you with false hope of escaping your fate.

(–9) Your end approaches. The GM holds two options from the list above *or* marks 2 Time.

When you finally run out of Time, you meet your ultimate fate.

DISADVANTAGE

Cursed

You are cursed. *In the first session and whenever you're confronted by the supernatural*, **roll +0** to see how strongly the curse influences you:

(15+) You temporarily avoid the curse's influence.

(10–14) The GM takes 1 Hold.

(–9) The GM takes 3 Hold.

The GM can spend Hold to make a Move for the curse. For example, you or someone you care about have an accident, something of yours is taken from you, you experience terrifying visions, or you're forced to take certain actions with risk of dire consequences, if you refuse.

DISADVANTAGE

Depression

You are constantly struggling with depression, which is only worsened by dejection and discouragement. *Whenever facing personal setbacks*, **roll +0**:

(15+) You remain in control.

(10–14) You experience temporary anxiety, decreased self-confidence, or lack of will. You take *–1 to your next roll.*

(–9) You succumb to the sense of hopelessness or blame and punish yourself; reduce **Stability (–2)**. Your lethargy and self-destructive urges do not go away until you numb your depression with medicine, drugs, or alcohol.

DISADVANTAGE

Drug Addict

You are addicted to hard drugs; name at least one. *In the first game session and whenever you have been using, or have the opportunity to use,* **roll +0**:

(15+) You are in control of the urge, for now.

(10–14) The GM takes 1 Hold.

(–9) The GM takes 3 Hold.

The GM may spend Hold to make a Move for your addiction. For example, you cannot resist using the drug, run out of drugs, become indebted to a dangerous person, put yourself in danger while under the influence of drugs, or ruin something important to you – like a relationship – while under the influence.

DISADVANTAGE

Experiment Gone Wrong

You have carried out a scientific experiment, which went horribly awry. The experiment gave rise to something unnatural, which escaped and disappeared without a trace. Recently, the 'results' of your experiment tracked you down, reappearing in your life, and forcing you to either escape or confront it. *In the first session and whenever things seem in control,* **roll +0**:

(15+) Your experiment leaves you alone.

(10–14) Your experiment is close on your heels. The GM takes 1 Hold.

(–9) Your experiment is in your vicinity and acts against you. The GM takes 3 Hold.

The GM can spend Hold to make Moves on the experiment's behalf. For example, the experiment gives you a lead on the Truth, sabotages or otherwise disrupts your research, demands something from you under threat of retribution, or kidnaps someone you care for – possibly returning them dead or transformed.

DISADVANTAGE

Fanatic

You are a fervent adherent of an ideology. You interpret the whole world in accordance with your ideology, which must not be questioned. *Whenever someone questions your ideology*, **roll +0**:

(15+) You can keep your emotions in check.

(10–14) You become angry, confused, or frustrated. You take *–1 to your next roll.*

(–9) You are forced to choose between taking steps to changing the person or situation to adhere to your ideology, or reduce **Stability (–2)**.

DISADVANTAGE

Greedy

You are driven by an unquenchable desire for money and wealth, and are prepared to sacrifice your health, family, and friends to fill the emptiness inside. *When an opportunity to increase your wealth arises*, **roll +0** to see if you are in control of your desire:

(15+) You keep your greed in check.

(10–14) The black void inside shrieks for more. As long as the opportunity exists and you do not take it, you suffer *–1 ongoing* to any rolls you make.

(–9) You must take advantage of every opportunity to further your wealth, or reduce **Stability (–2)**.

DISADVANTAGE

Guilt

You carry heavy guilt for your past sins, having harmed one or several people through your actions or inaction. *In the first game session and whenever everything appears okay*, **roll +0**:

(15+) Your guilt isn't on your mind at the moment.

(10–14) You are reminded of your guilt. The GM takes 1 Hold.

(–9) Your guilt catches up to you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your guilt. For example, relatives of the people you've hurt seek you out, demons and other creatures are attracted by your guilt, the dead haunt you with nightmares or visions, or you fall victim to anxiety and self-doubt.

DISADVANTAGE

Harassed

For some reason, personal or otherwise, people tend to harass you; the authorities in particular. *In the first game session and whenever you draw attention to yourself*, **roll +0** to see if you're harassed:

(15+) You've managed to keep clear of harassment.

(10–14) The GM takes 1 Hold.

(–9) The GM takes 3 Hold.

The GM can spend Hold to make Moves for the harassers. For example, someone destroys your property or possessions, you are bullied and attacked by people with a prejudice against you, the authorities forcefully take something from you (rights, property, assets), someone you care about is harmed for associating with you, or you are denied your basic rights due to your identity.

DISADVANTAGE

Haunted

You are haunted by supernatural forces. With the GM's assistance, determine the nature of what you believe is haunting you. *In the first session and whenever you are distracted or weakened,* **roll +0** to see if the entity gains power over you:

(15+) The entity leaves you alone.

(10–14) The GM takes 1 Hold.

(–9) The GM takes 3 Hold.

The GM can spend Hold to make a Move for the entity. For example, it requests a service from you and threatens retribution if you refuse, the entity possesses your body for the night, or the entity reveals a clue of what it is and what it wants from you.

DISADVANTAGE

Infirm

You suffer from a dangerous physical disease or condition, such as heart disease, hypertension, morbid obesity, or serious gastric ulcer. *Whenever you are subjected to major physical or psychological stress*, **roll +0**:

(15+) Your condition is under control.

(10–14) Your condition triggers, causing pain and daze (*–1 to all rolls until the scene ends*).

(–9) Your condition is aggravated with life threatening results (***Endure Injury*** with **2 Harm**).

DISADVANTAGE

Involuntary Medium

You are an open vessel for any spirits or demonic entities who desire a medium to speak through or need a corporeal body to use for their purposes. *Whenever you encounter spiritual entities or haunted places*, **roll +0**:

(15+) You resist the possession.

(10–14) The entity gains influence over you. The GM takes 1 Hold.

(–9) The entity gains control over you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for the being possessing you. For example, the entity may give you a vision, make use of your body, communicate with or through you, try to harm someone else through you, follow you unseen, demand something from you, or drag you into another dimension.

DISADVANTAGE

Jealousy

There is someone who has the life you want to have, and you would do anything to possess it. *Whenever you encounter the subject of your jealousy or their life's trappings (possessions, family, friends, etc)*, **roll +0** to see if you can keep your cool:

(15+) You maintain control over your jealousy.

(10–14) You're afflicted by jealousy and take *–1 ongoing* for as long as you remain in the subject's vicinity, and you do not suppress your jealous desires.

(–9) Your jealousy takes hold of you. You must ***Keep it Together*** to refrain from harming, destroying, or stealing from the subject of your jealousy.

DISADVANTAGE

Liar

You're a compulsive liar, who invents stories at every opportunity, especially when it's beneficial for you. *At the start of every session,* **roll +0** to see what trouble your lies have gotten you into this time:

(15+) You have kept your lies tangle-free.

(10–14) You've told one too many lies. The GM takes 1 Hold.

(–9) Your web of lies has come completely unraveled. The GM takes 3 Hold.

The GM can spend Hold whenever a PC encounters someone they know to ask, "*What have you lied about to this person?*" or to invent a troublesome lie the PC has told in the past.

DISADVANTAGE

Lost Identity

Your true identity has been lost to a military or private-run secret agent program. You do not remember anything about your pre-employment life. Recently, memories of your true identity have started coming back to you. *In the first game session and whenever you encounter something from your repressed past,* **roll +0**:

(15+) You repress your true identity, remaining in the present.

(10–14) Your true identity is catching up to you. The GM takes 1 Hold.

(–9) Your true identity resurfaces. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your true identity. For example, you recognize unknown people or places, organizations or individuals from your past life get in touch with you, your old identity influences your thought patterns or actions, or you suffer traumatic flashbacks.

DISADVANTAGE

Marked

You are marked by the darkness. The mark can take the shape of a full-body tattoo, a demonic body part such as a vestigial arm, an extra eye or mouth, machine parts integrated with your flesh, or similar manifestations. *Whenever you consciously Harm someone,* **roll +0**:

(15+) You are still in control.

(10–14) You feed the darkness. The GM takes 1 Hold.

(–9) The darkness gains power over you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for the darkness living inside of you. For example, the darkness feeds on your life energy to sustain itself, forces you to commit murder in order to replenish its life energy, takes charge of your body and leaves you with only memory fragments of what transpired, forces you to harm someone in your vicinity, or temporarily transforms your body into something inhuman. You may have to ***Keep it Together*** to resist the darkness' influence.

DISADVANTAGE

Mental Compulsion

You are fixated on a particular idea or action, to the point of it strongly impacting your life. Choose a compulsion when you take this Disadvantage. *In situations where you could be distracted by your compulsion,* **roll +0**:

(15+) You control your compulsions and can focus on other things.

(10–14) You become distracted and take *–1 ongoing* to all rolls until you have removed yourself from the situation or succumbed to your compulsion, taking any actions it demands of you.

(–9) You become completely obsessed with your compulsion. If you focus on anything else, reduce **Stability (–2)**.

List of possible compulsions:

- Cleaning
- Counting
- Triple-checking
- Showering
- Memorizing
- Pyromania
- Kleptomania
- Cursing
- Confessing your sins
- Eating
- Hypochondria

DISADVANTAGE

Nemesis

Through some terrible act you have made an enemy, who does everything in their power to take revenge. Decide who your nemesis is and what you have done to earn their vengeance. *In the first game session and whenever you let your guard down*, **roll +0** to see if your nemesis moves against you:

(15+) You are safe from your nemesis for the moment.

(10–14) You have been careless and your nemesis moves against you. The GM takes 1 Hold.

(–9) You have compromised your position and your nemesis strikes against you in full force. The GM takes 3 Hold.

The GM can spend Hold to make Moves on behalf of your nemesis. For example, your nemesis may strike when you're alone, use secrets they've uncovered to extort you, intimidate you, hire henchmen to capture you, or attack someone or something you hold dear.

DISADVANTAGE

Nightmares

You suffer from recurring nightmares, probably connected to your Dark Secrets. *During any scene when you sleep,* **roll +0**:

(15+) You sleep in peace.

(10–14) The nightmares torment you. The GM may make a Move for your nightmares. For example, you are unable to sleep at all during the night (*–1 ongoing* until you sleep), something follows you back into reality, the nightmares provide you insight into the Truth, or you are forced to process some trauma (***Keep it Together***) when you wake up.

(–9) The nightmares take over completely. You are trapped in the dream until you find a way to wake up, and everything that happens there also directly affects your sleeping body.

DISADVANTAGE

Oath of Revenge

You have sworn to avenge an unforgivable injustice. Decide who is the subject of your vengeance and what they have done to you. It could be a single individual, people who share a certain trait, or members of an organization. *Whenever the target of your vengeance (or someone/something associated with them) appears,* **roll +0**:

(15+) You remain in control of your vengeful nature and can act rationally.

(10–14) You can't focus on anything, other than the target of your vengeance. Take *–1 ongoing* until the target's involvement in the scene ends.

(–9) You become obsessed and can act only to further your revenge. Doing anything else requires you roll ***Keep it Together***. Your obsession cannot be assuaged while the target remains in the same scene with you.

DISADVANTAGE

Object of Desire

There is just something special about you. You ignite deep unhealthy desires in others, which they are unable to keep in check. *At the first game session and whenever you meet one or more new people*, **roll +0**:

(15+) The desire is not awakened at this moment.

(10–14) Someone becomes desirous of you. The GM takes 1 Hold.

(–9) A strong desire is awakened in one or several people. The GM takes 3 Hold.

The GM can spend Hold to ignite a person's desires, influencing their behavior. For example, someone can be afflicted with an uncontrollable passion for you, attempt to force themselves on you, strongly proposition you, become intensely jealous of you, or harm themselves or someone else because of their desire of you.

DISADVANTAGE

Obsession

You have discovered a conspiracy or supernatural phenomenon, and you can't stop yourself from getting to the bottom of it. *At the first game session and whenever you encounter something associated with your obsession*, **roll +0**:

(15+) You overcome your obsession for the moment.

(10–14) Your obsession influences your behavior. The GM takes 1 Hold.

(–9) Your obsession takes over completely. The GM takes 3 Hold.

The GM can spend Hold to let your obsession creep into your daily life. You may be forced to choose between either engaging in your obsession or losing **Stability**. You may forget about important tasks and chores, miss meetings, or neglect your interpersonal relationships to solely focus on your obsession. Your obsession may even influence your dreams, giving you visions and revelations. In turn, the object of your obsession may also take note of you and try to stop your investigations.

DISADVANTAGE

Owned

You used to be a dangerous person's private property, willingly or not. Since your escape, your former owner has been looking for you. Decide who your former owner is. *In the first game session and whenever you draw attention to yourself in public*, **roll +0**:

(15+) For the moment, you are safe.

(10–14) Your former owner picks up your scent. The GM takes 1 Hold.

(–9) Your owner finds you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your former owner. For example, they appear unexpectedly to convince you to return, send henchmen after you, kidnap or harm someone you care about, directly threaten you, destroy something important to you, try to mutilate you so nobody else would want you, or kill you outright so nobody else can have you.

DISADVANTAGE

Phobia

You harbor an overpowering fear of something. Choose the stimulus that frightens you. *Whenever you're confronted by the object of your phobia*, you must ***Keep it Together***.

DISADVANTAGE

Rationalist

You refuse to believe in anything not confirmed as fact by modern science, even when it is right in front of you. In addition to the standard effects, *whenever you* ***See Through the Illusion*** *and whenever the Illusion shatters*, the GM may choose one option:

- Your presence nurtures the Illusion, making it more powerful and impenetrable.
- Your bewildered psyche starts creating mirror images of familiar places and people in the Illusion.
- You attract extradimensional entities.
- You consciously deny what you see, even to your own detriment.

DISADVANTAGE

Repressed Memories

You have repressed a particularly unpleasant event from your past, but the memory of it sometimes rises to the surface. It could be a crime or some horrible thing you have done, been subjected to, or witnessed. The GM decides the nature of your repressed memory, usually based on your Dark Secrets. *In situations associated with your repressed memories*, **roll +0** to determine if the memories resurface:

(15+) You continue to suppress the memories.

(10–14) The memories partly resurface, taking the form of flashbacks and/or hallucinations. You must ***Keep it Together***.

(–9) You are overwhelmed by your repressed memories, completely losing yourself to them. The GM makes a hard Move and you reduce **Stability (–2)**.

DISADVANTAGE

Rival

You have an ambitious rival, who will do anything to be in your shoes. Choose who the rival is. *In the first game session and whenever you make a mistake or let down your guard*, **roll +0**:

(15+) All clear; your rival makes no moves against you.

(10–14) You've given your rival an opportunity. The GM takes 1 Hold.

(–9) You've handed your rival whatever they needed to completely undermine you. The GM takes 3 Hold.

The GM can spend Hold to make a Move on behalf of your rival. For example, the rival may get an important person on their side, sabotage one of your projects, extort you with evidence damaging to your reputation, or take desperate measures to get rid of you permanently.

DISADVANTAGE

Schizophrenia

You struggle with recurring psychotic episodes and terrifying hallucinations. *In the first game session and whenever you go through difficult experiences*, **roll +0**:

(15+) You maintain control of your insanity.

(10–14) The GM takes 1 Hold.

(–9) Schizophrenia overtakes you. The GM takes 3 Hold.

The GM may spend Hold to make a Move for your schizophrenia. For example, one of your hallucinations takes on physical form, you view your current surroundings as being hostile to you, you're afflicted by terrifying hallucinations, you're subjected to dark visions (true or false), or someone in your vicinity turns out to not actually be real.

DISADVANTAGE

Sexual Neurosis

Your sexuality is a destructive, controlling force in your life. You compulsively seek out superficial sexual encounters and are willing to perform degrading acts – or even commit crimes – to satisfy your fantasies. *Whenever you have the opportunity to have consensual sex or take advantage of someone vulnerable to your advances*, **roll +0**:

(15+) You can control your urges.

(10–14) Choose between having sex with the person or reduce your **Stability (–1)**.

(–9) You cannot resist having sex with the person and the GM chooses one option:

- You hurt, or you are hurt by, your sexual partner (physically or psychologically).
- The boundaries between dimensions are weakened; an entity from beyond catches the scent of you or your lover.
- Your sexual partner becomes obsessed with you and starts stalking you.

DISADVANTAGE

Stalker

You are hunted by a faceless enemy. Anyone you meet could be one of their minions – or even the stalker themselves. No one can be trusted. You must constantly change your address and be vigilant at all times to avoid leaving any tracks they can follow. *In the first game session and whenever you expose your current location*, **roll +0**:

(15+) You are safe for now.

(10–14) Your enemies are on to you. The GM takes 1 Hold.

(–9) Your enemies have caught up to you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for your pursuers. For example, a trusted associate has been paid off by them, one of your loved ones or allies disappears, something you are trying to do is undermined by your enemies, or they try to actively hurt you.

DISADVANTAGE

Victim of Passion

You have an overwhelming passion for someone or something, seeking to possess it at any cost. *In the first game session and whenever you encounter the subject of your passions (or anything resembling it),* **roll +0**:

(15+) You keep your passion in check.

(10–14) The passion awakens within you. The GM takes 1 Hold.

(–9) You are completely in the passion's grip. The GM takes 3 Hold.

The GM can spend Hold to let your passion steer your actions. For example, you yearn uncontrollably for the subject of your passion – you must seek it out or reduce **Stability (–2)**, your desire drags the subject of your passion into your dreams (perhaps trapping them there), your passion becomes tainted with jealousy and anger – making you want to control and damage it (***Keep it Together*** to resist), your longing leaves you feeble vis-à-vis the objective of this passion (*–1 to all rolls* while sharing the same scene), or your passion can attract creatures of lust wishing to feed off it or make pacts with you.

DISADVANTAGE

Wanted

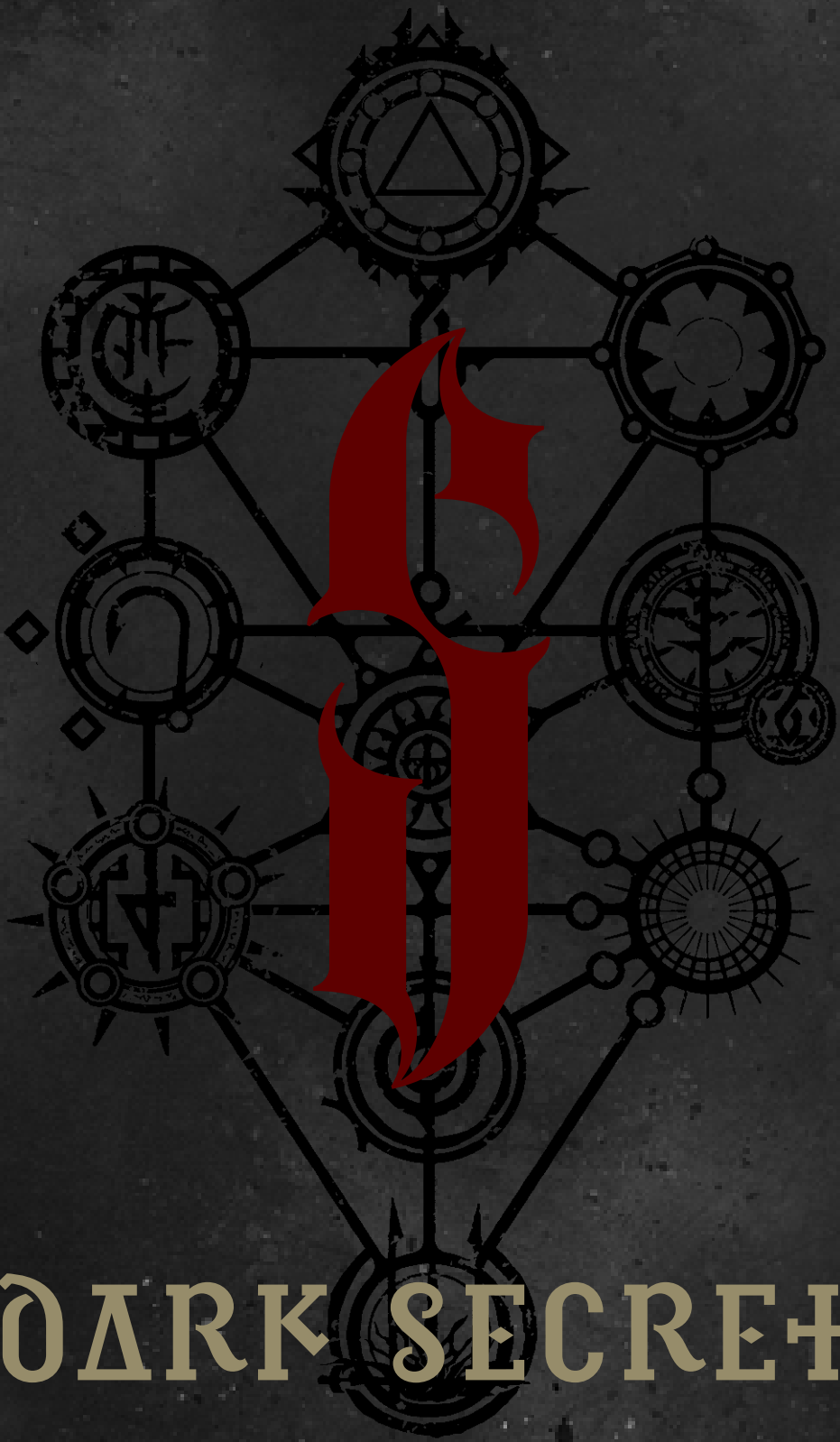
You are wanted by the authorities – local, state, or federal – for crimes you have committed. *Whenever you attract attention to yourself or forget to keep your head down,* **roll +0** to see if you've been discovered:

(15+) You are safe, for now.

(10–14) You have made a mistake. The GM takes 1 Hold.

(–9) All eyes are on you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for the authorities. For example, your mugshot appears on the TV news and in newspapers, law enforcement officers attempt to trap and catch you, or the authorities detain and interrogate someone you care about, confiscate your possessions, or turn your friends/family against you.



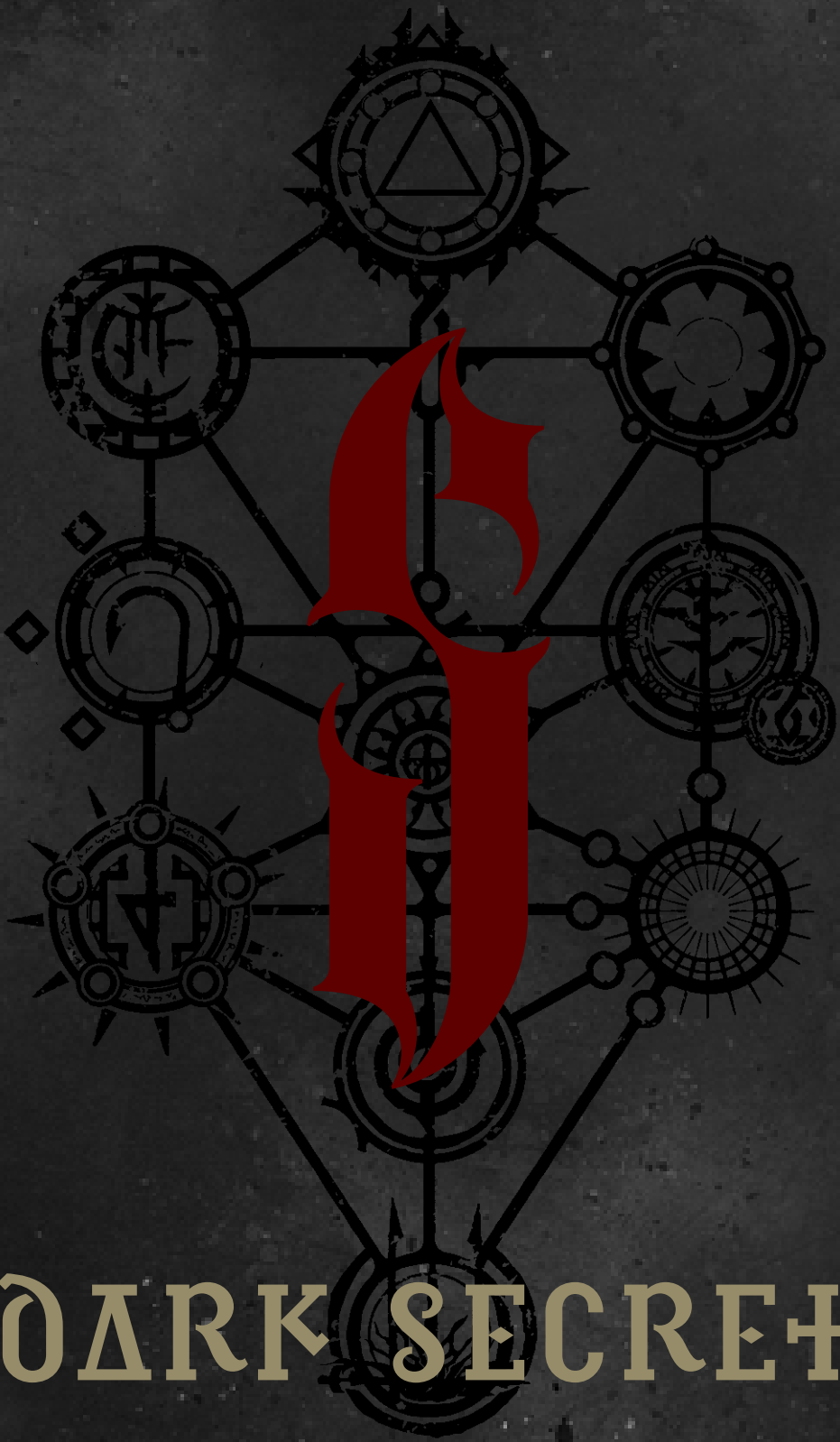
DARK SECRET

Chosen One

You have been chosen by a god to become its advocate or sacrificial lamb. The god's disciples watch over you, waiting for the day of your ascension. You may have grown up in their cult, or were discovered by them well into your adulthood. Whichever the case, you're sure the cult has terrible plans for you. You've tried escaping from these disciples, but they always end up finding you again.

Suggested personal drives:

- Avoid your pursuers.
- Fight the cult and/or their god.
- Fulfill your god's desire.
- Expand the cult's membership.
- Find out the truth about your destiny.



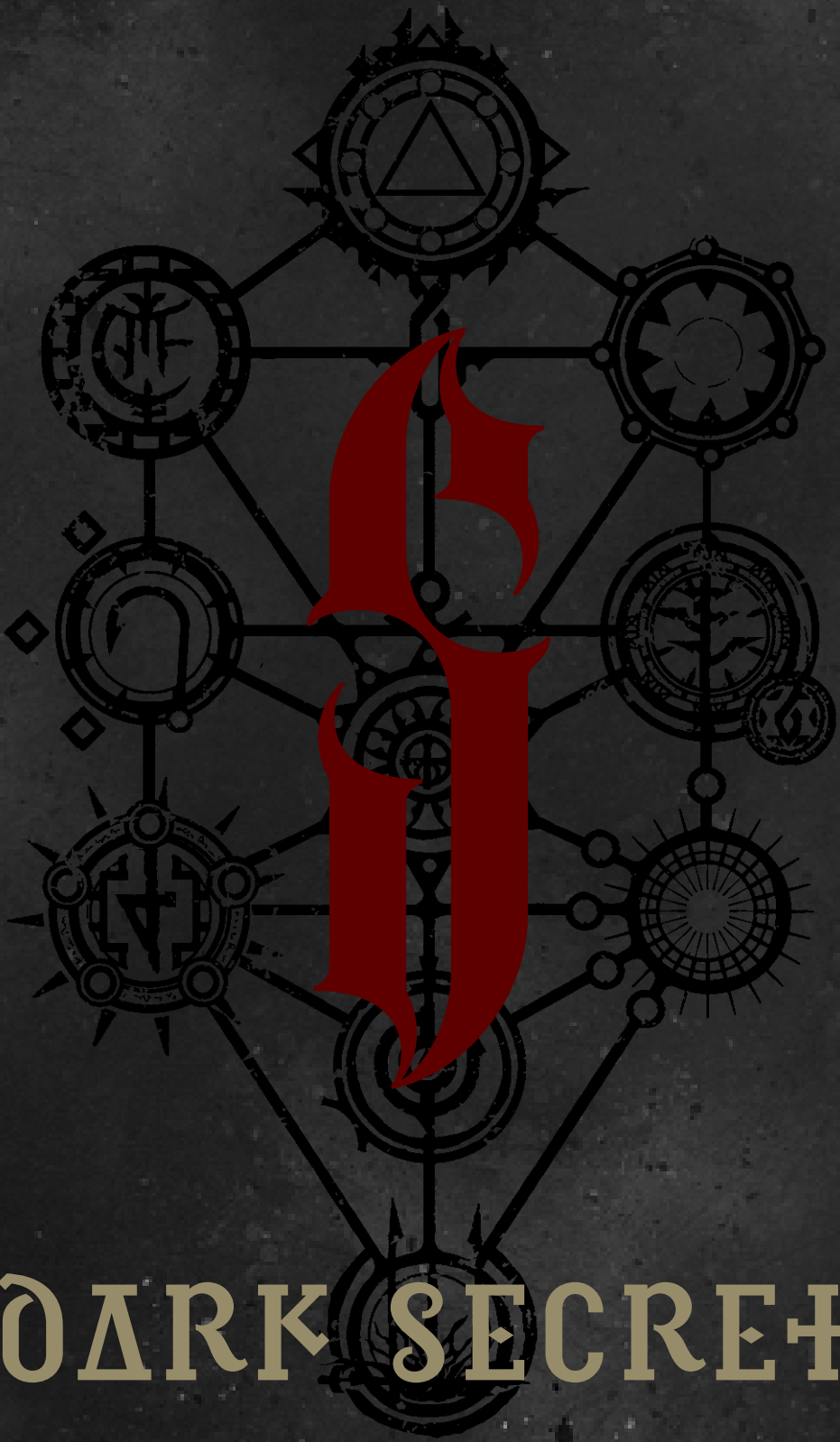
DARK SECRET

Curse

You are afflicted by a curse, knowingly or not. The curse has started influencing your life and you must find a way to get rid of it. The curse may have been inherited or brought upon yourself through your own actions. Its effects are starting to make you lose your grasp on reality and threaten to harm those closest to you.

Suggested personal drives:

- Find out what the curse is.
- Discover how to break the curse.
- Transfer the curse to someone else.
- Find some way to accept your fate.
- Take revenge on the person responsible for the curse.



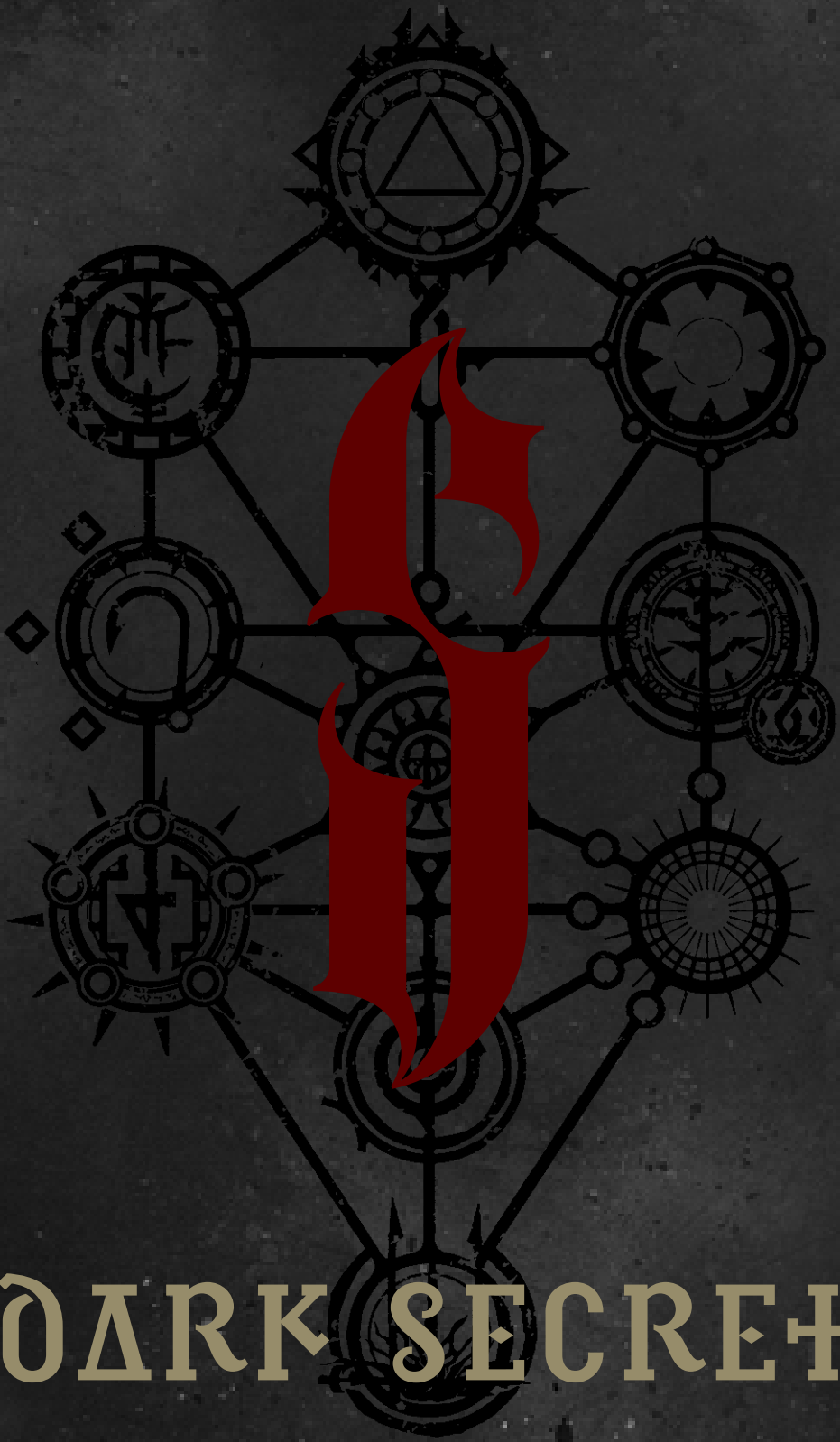
DARK SECRET

Family Secret

Your family has a well-kept secret, which has haunted you for your entire life. They may have been members of an obscure sect or exposed to some dreadful horror. You may have been initiated into this secret as a child, or only recently found out the truth as an adult. This secret keeps you on edge and threatens to destroy your life. You likely have to take action to save yourself and your family.

Suggested personal drives:

- Keep the secret.
- Avoid your family.
- Confront your family.
- Help your family.
- Find out the entire truth.



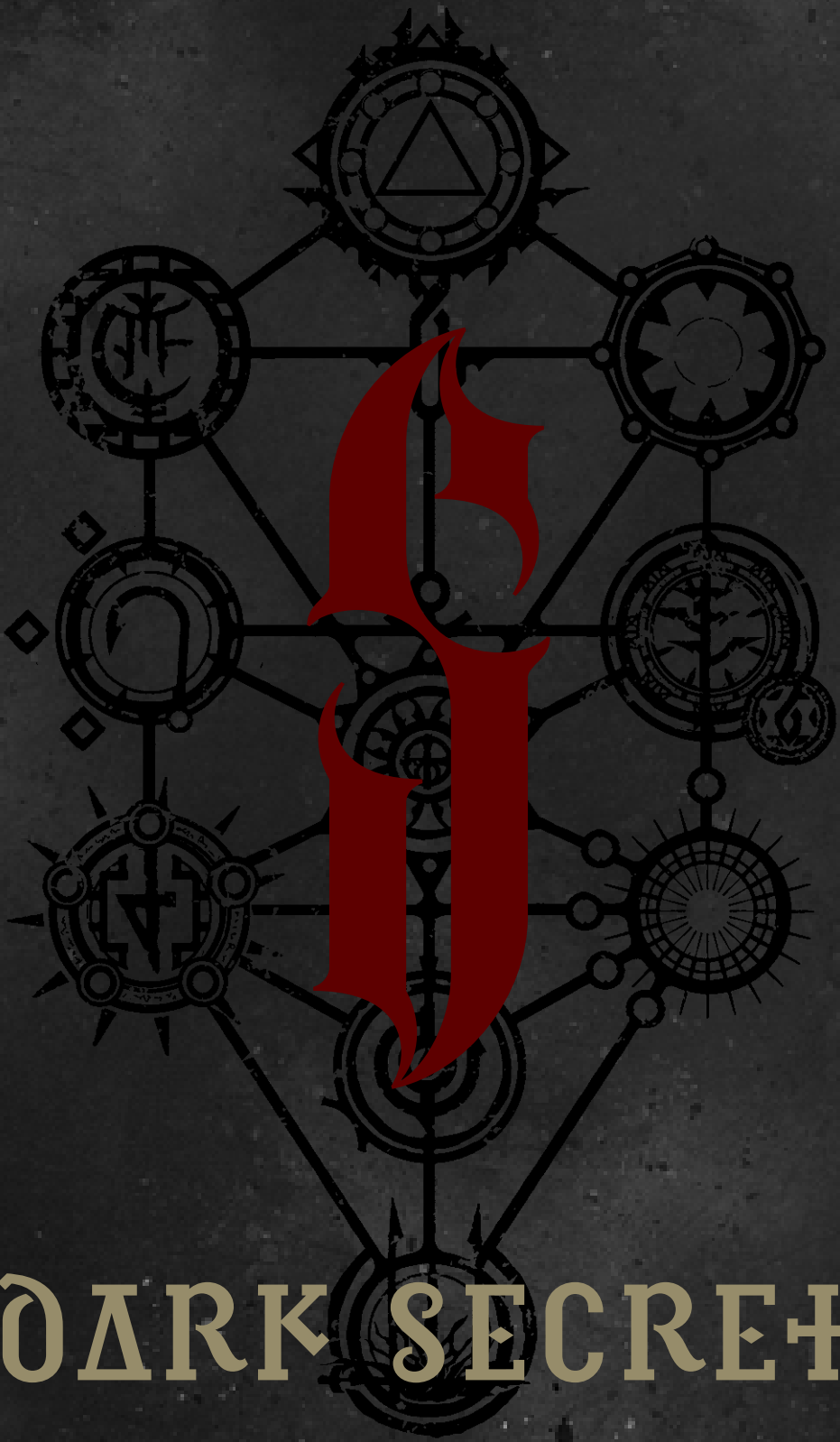
DARK SECRET

Forbidden Knowledge

You have uncovered some horrid truth, which brings reality's very nature into question. It might be unlocking some way to move between dimensions, exposing the mayor's true demonic visage, finding proof that history has been rewritten, or discovering that the world as we know it is actually an illusion. The Illusion's keepers are now after you and it is only a matter of time before they find you.

Suggested personal drives:

- Reveal the Truth to the world.
- Acquire power or knowledge.
- Explore the forbidden truth.
- Fight the enemy.
- Escape your pursuers.



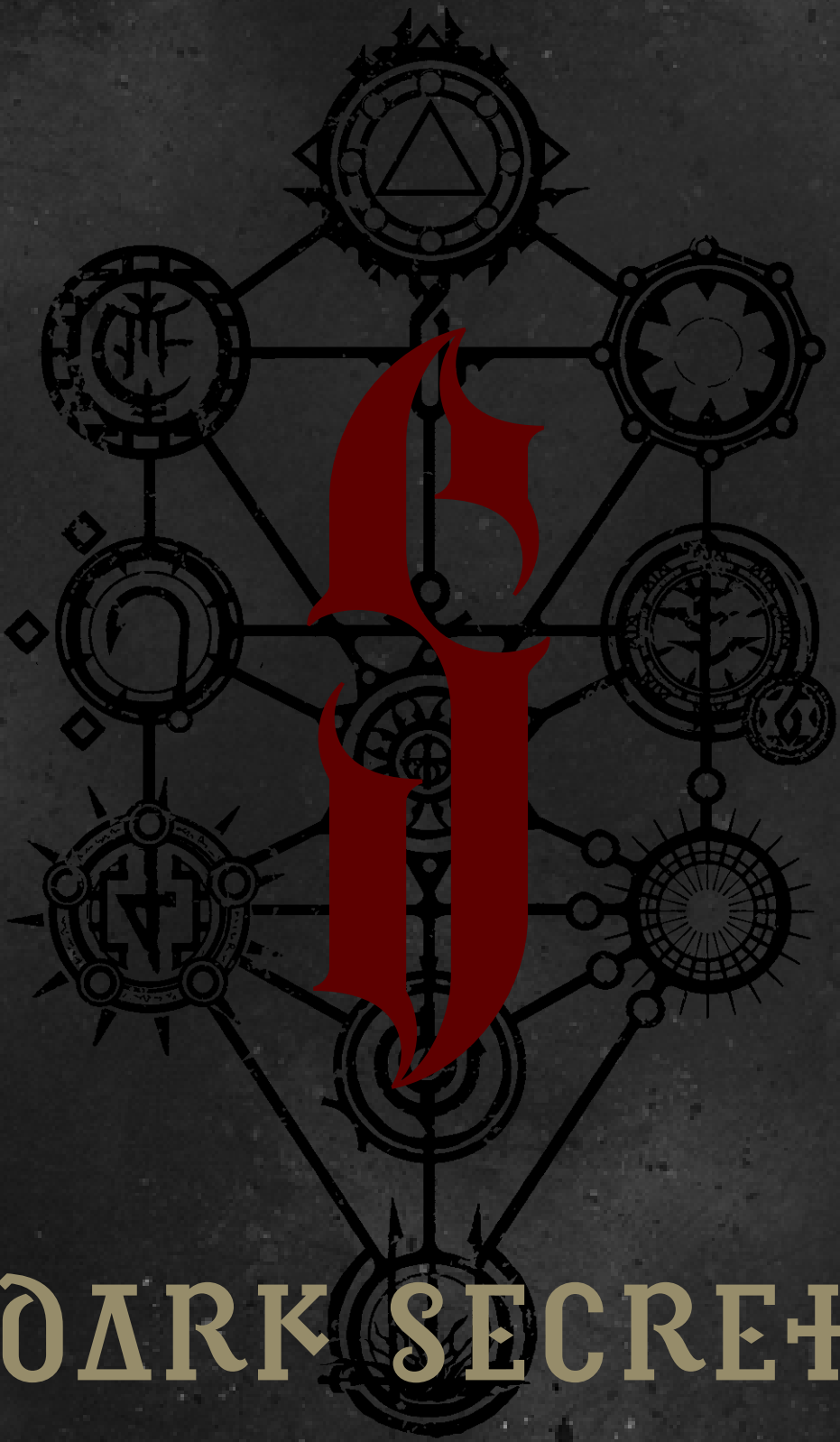
DARK SECRET

Guardian

You have been chosen to protect an important object, place, or person. This sacred duty could have been inherited, assigned to you specifically, or granted to you at your own request. What you are protecting may be intended for accomplishing some great task in the future, or you may be safeguarding it to ensure it doesn't fall into the wrong hands.

Suggested personal drives:

- Keep what you are guarding safe.
- Find out more about the previous guardians and what you are protecting.
- Pass the guardianship over to a worthy individual.
- Fulfill your purpose.



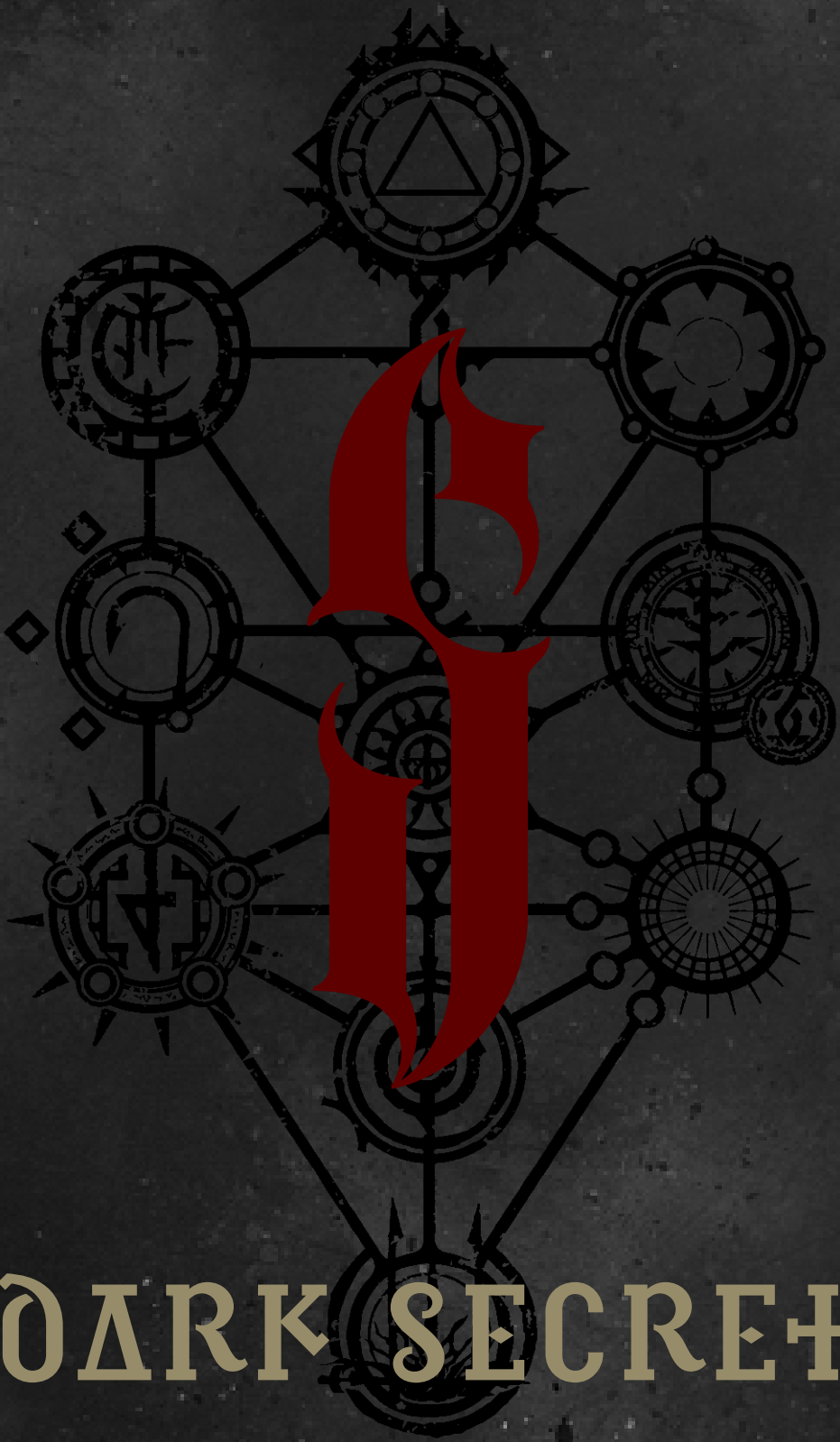
DARK SECRET

Guilty of Crime

You feel constant remorse for a crime you have committed. Regardless if you committed the crime on your own initiative or because you were coerced by others, you feel you are solely to blame. The victim, their relatives, and/or the police are probably looking for you.

Suggested personal drives:

- Avoid justice.
- Confront the victim or their relatives.
- Punish yourself.
- Help other people.
- Bring the other perpetrators to justice – be it of the legal or personal variety.
- Take revenge on those who made you commit the crime.



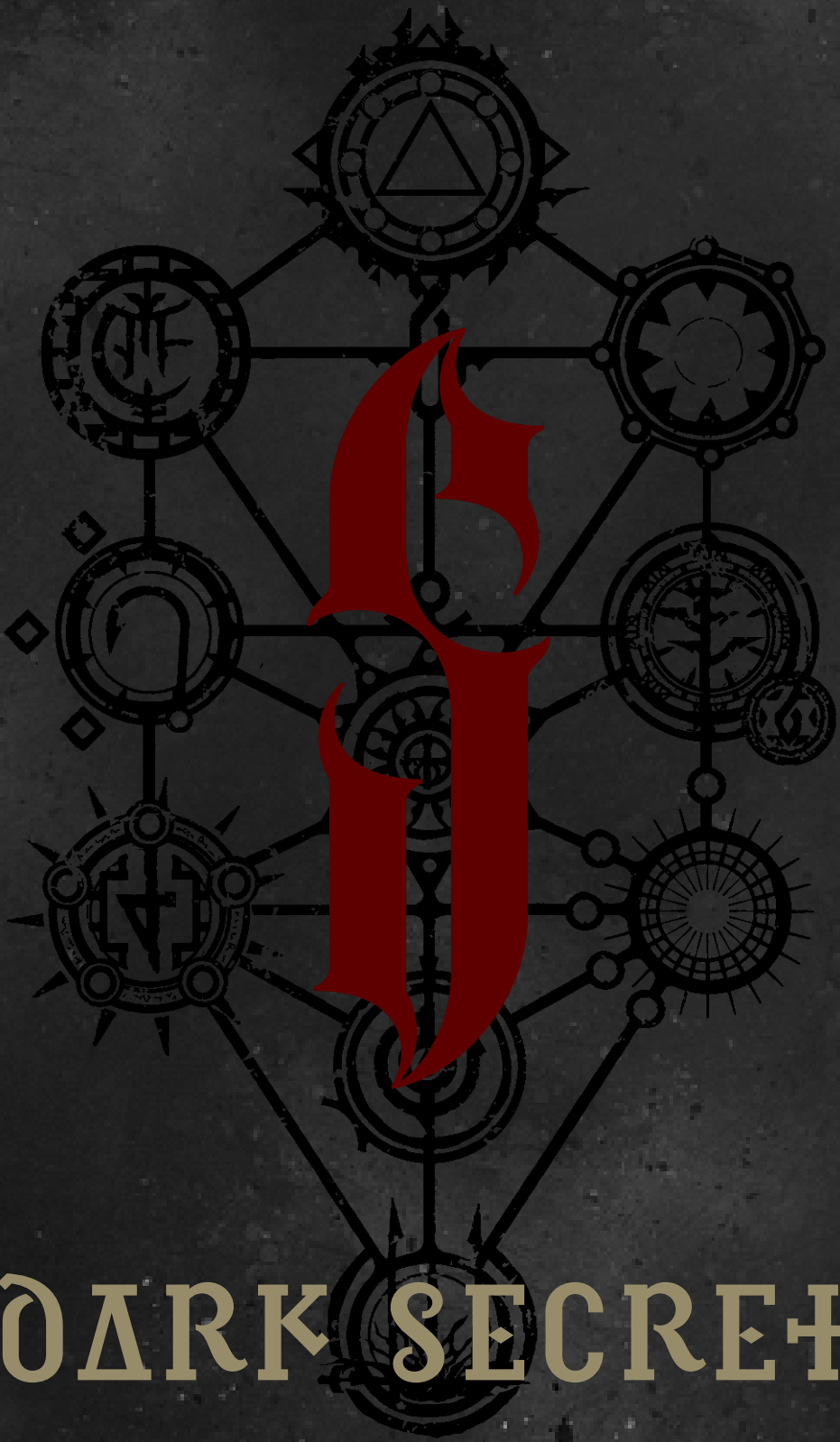
DARK SECRET

Heir

You have been granted a unique inheritance from relatives or friends. It could be a small object or something more substantial, such as a house. The inheritance has instilled an unnatural obsession within you. You know it hides secrets and perhaps unknown forces. Might it reveal what happened to its previous owner? Others want to possess your inheritance also, and you suspect they will stop at nothing to acquire it.

Suggested personal drives:

- Discover the truth about your inheritance.
- Protect your inheritance.
- Investigate what happened to its previous owner.
- Confront those who seek to acquire your inheritance.



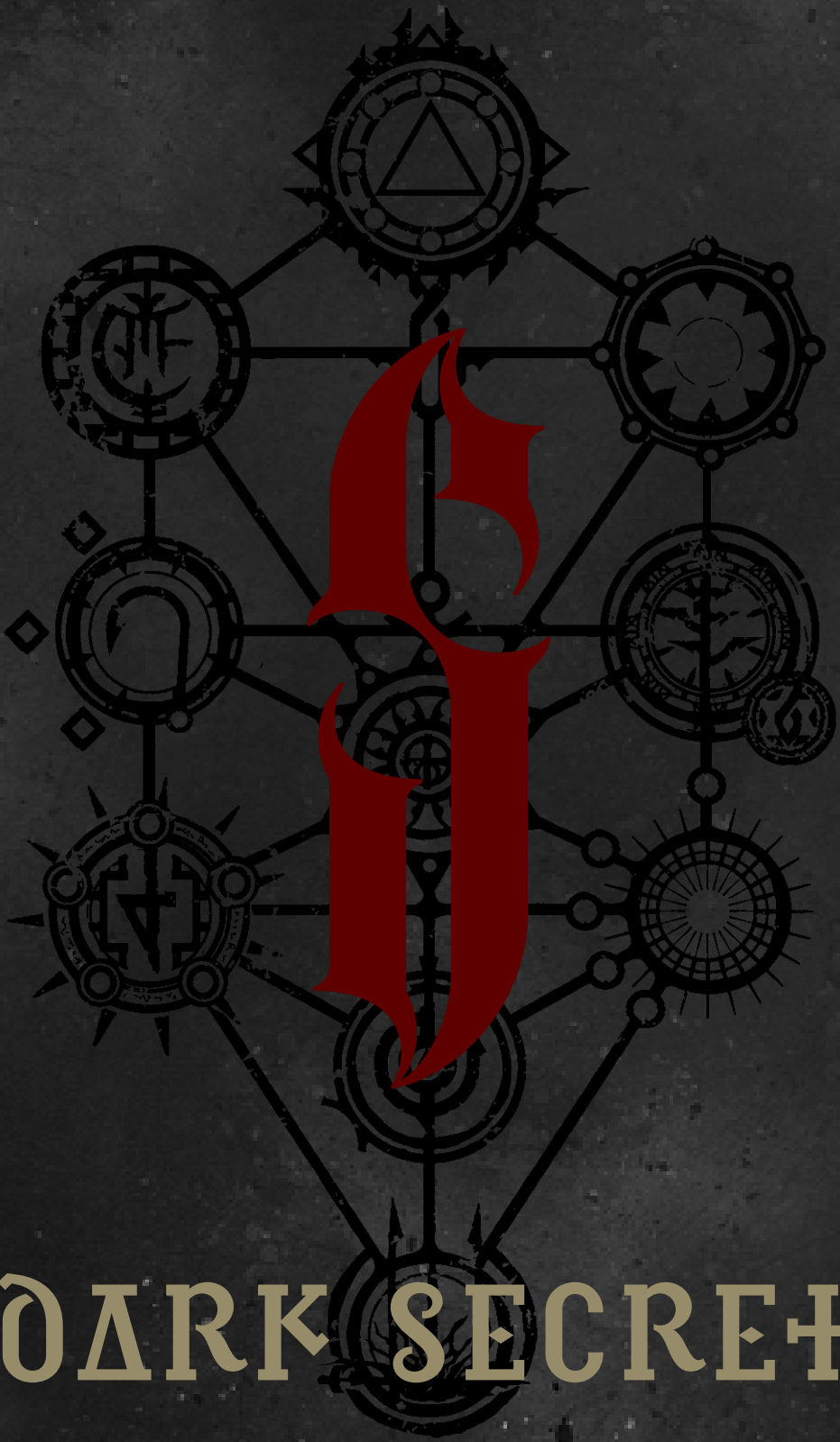
DARK SECRET

Mental Illness

You or one of your close relations suffer from mental illness. There's a good chance you have seen with your own eyes (or heard from your relative) that reality is simply an illusion. But who would believe a crazy person? Psychiatric institutions hold many secrets and many doctors have hidden motives. For the insane who end up on the streets, disturbed mentors gladly take newcomers under their wing to initiate them in the Truth.

Suggested personal drives:

- Explore the Illusion.
- Expose the conspiracy.
- Take revenge on your doctors and other caregivers.
- Find out the truth about your relative.
- Find your missing mentally ill relative.



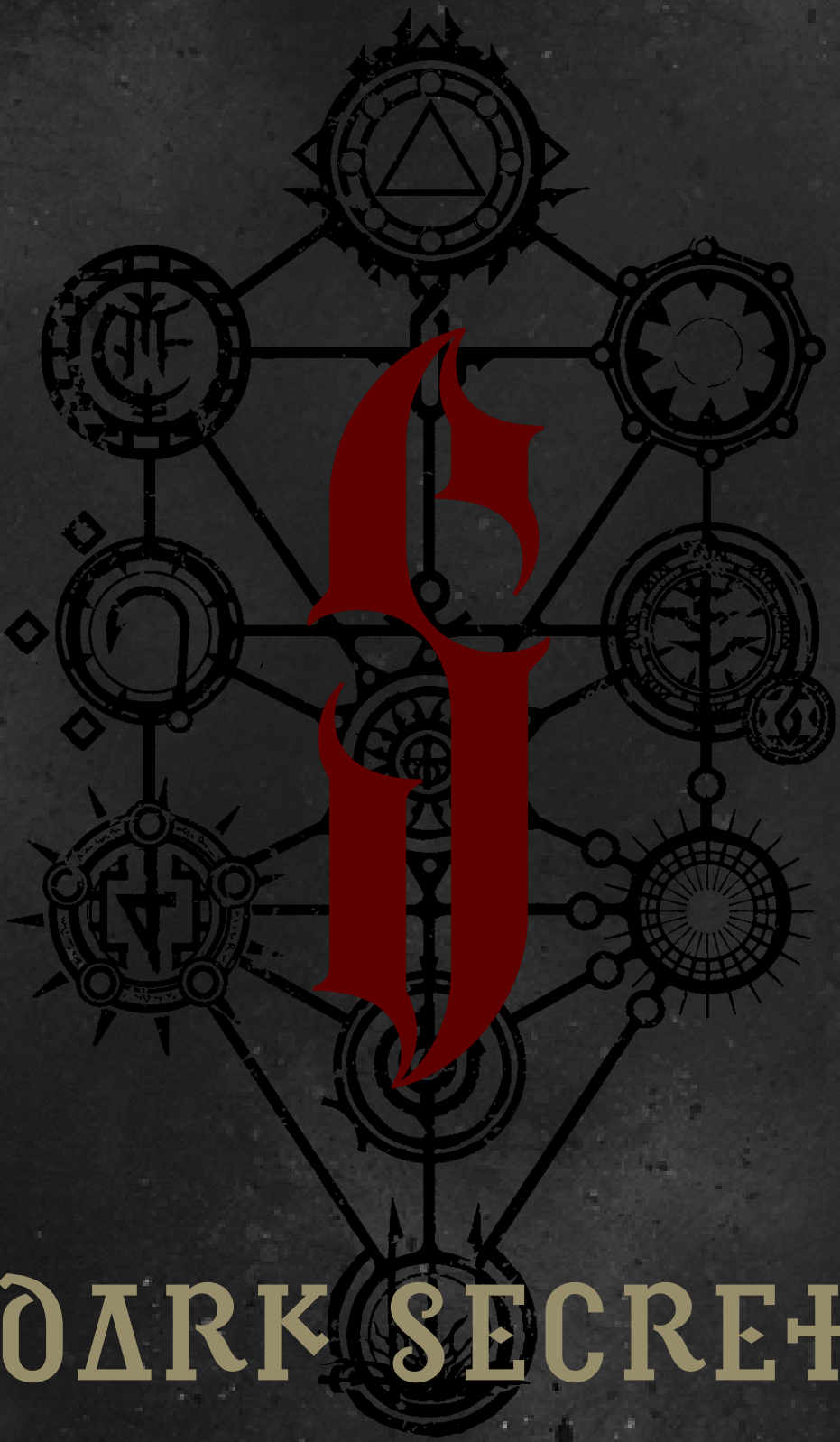
DARK SECRET

Occult Experience

You have witnessed occult proceedings, which changed your view of reality. You may have participated in arcane rituals, exposed cults serving disturbing entities, or seen things revealing that the world is not what it seems. Your experiences make it difficult for you to accept the Illusion that most others live in.

Suggested personal drives:

- Uncover more of the Truth.
- Seek atonement for your actions.
- Help others realize the Truth.
- Seek out more occult knowledge and power.
- Fight the demons.



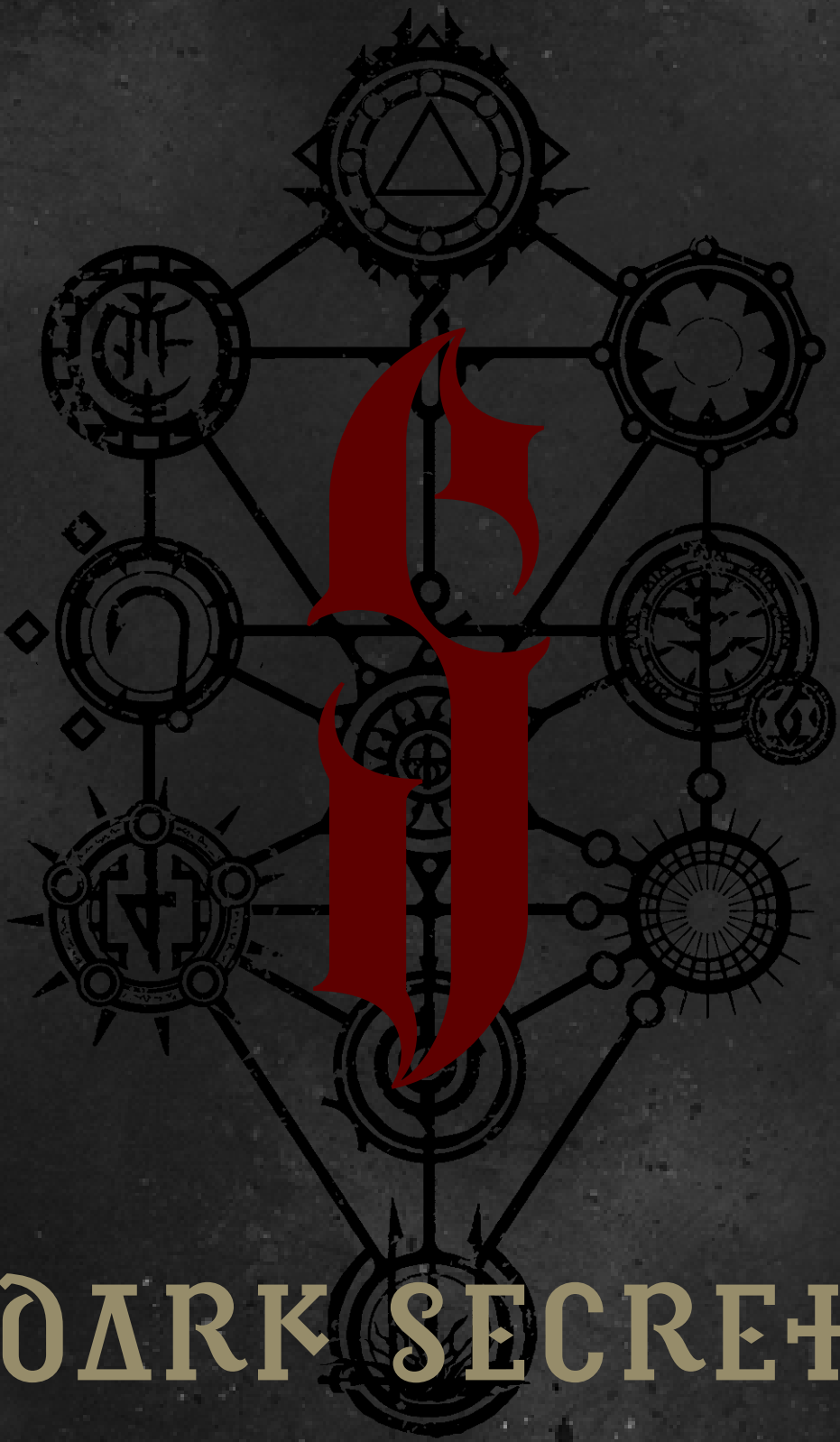
DARK SECRET

Pact with Dark Forces

You have sealed a pact with a powerful entity. You may have made the pact willingly or been tricked into it. Regardless, you are now under the being's spell. You may have benefited greatly from this pact, but the cost could be your literal soul. Deep inside you understand you must find a way to trick the being into breaking the pact. The question is *how?*

Suggested personal drives:

- Find a way to break the pact.
- Cheat death.
- Slay the being.
- Achieve further power or success.
- Take revenge on whoever tricked you into the pact.



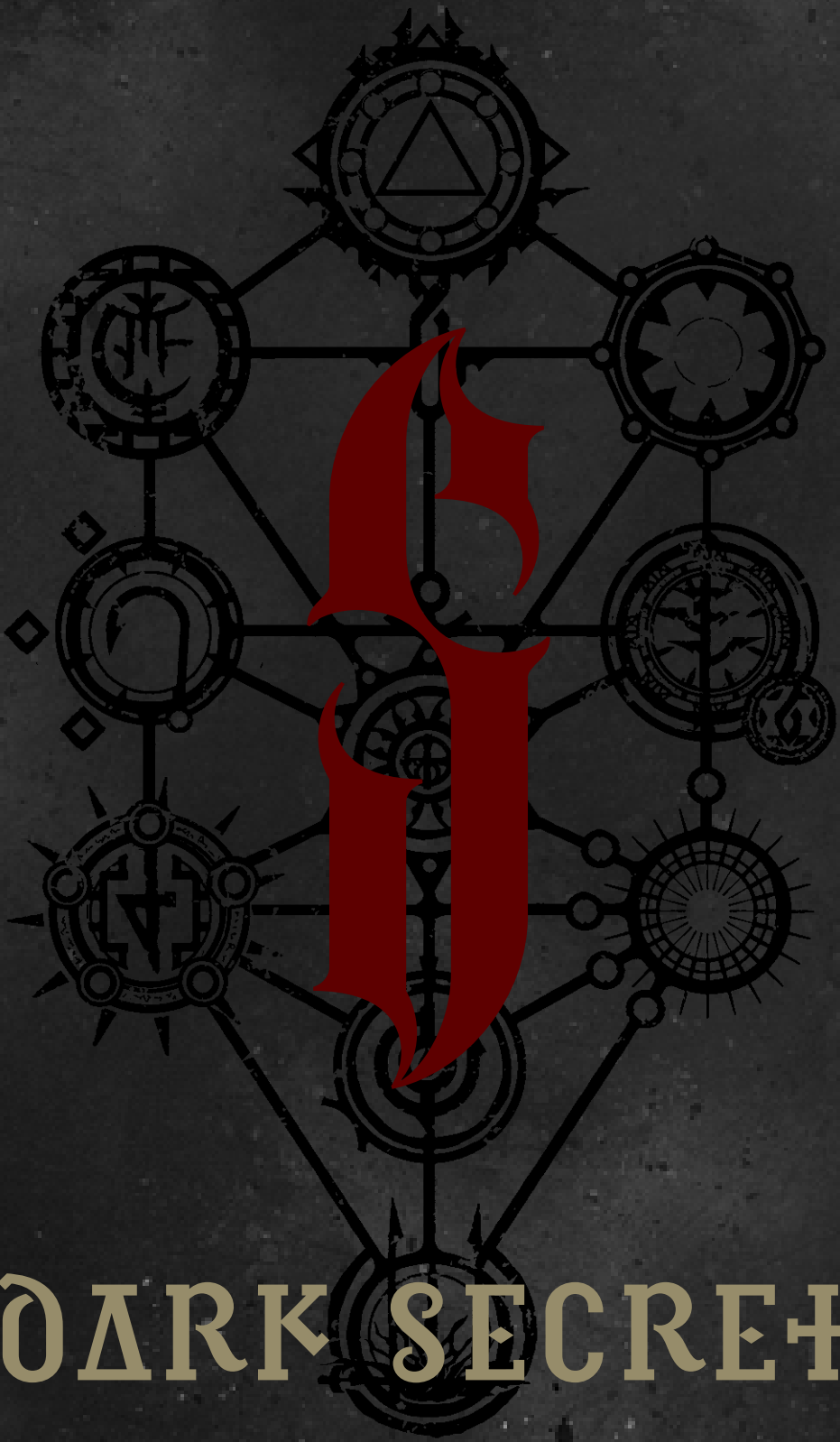
DARK SECRET

Responsible for Medical Experiments

You were responsible for or assisted in shady medical experiments, which ended in horrifying results. Regardless of whether the subjects were willing or not, the experiments destroyed their lives and they are now dead, missing, or transformed into something inhuman. In addition to your pangs of guilt, you may be pursued by your former test subjects, their relatives, the law, former colleagues, employers, or nameless forces trying to silence you.

Suggested personal drives:

- Avoid taking responsibility for the experiments.
- Seek forgiveness from subjects and/or their relatives.
- Gather evidence to expose your former employer.
- Conclude interrupted or failed experiments.
- Continue researching your findings.
- Restore the test subjects to their former selves.



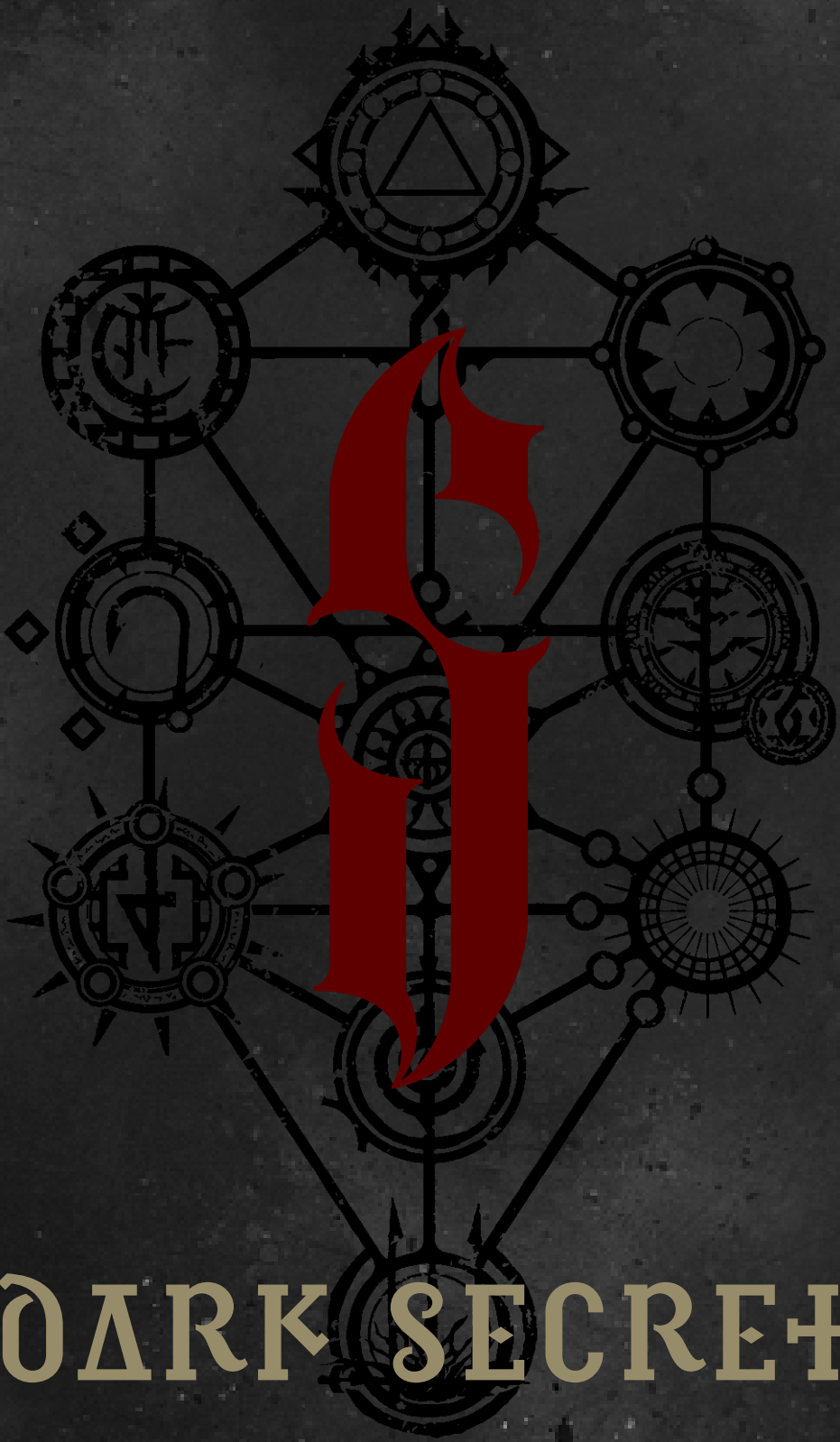
DARK SECRET

Returned from the Other Side

You experienced an event where the Illusion shattered completely, and you were the only one who returned. Your apartment block may have slipped into another dimension, its existence wiped from history. An airplane may have disappeared and you were found twenty years later, without memories and having not aged a day. A company of soldiers in Afghanistan may have literally walked into hell and only you returned, covered in your comrades' blood. Deep down you feel you were not meant to have survived, and that something is coming for you to restore balance and order.

Suggested personal drives:

- Discover the truth about the event.
- Expose what happened to you to the world.
- Elude your fate.
- Return to the scene.
- Find lost relatives or friends.



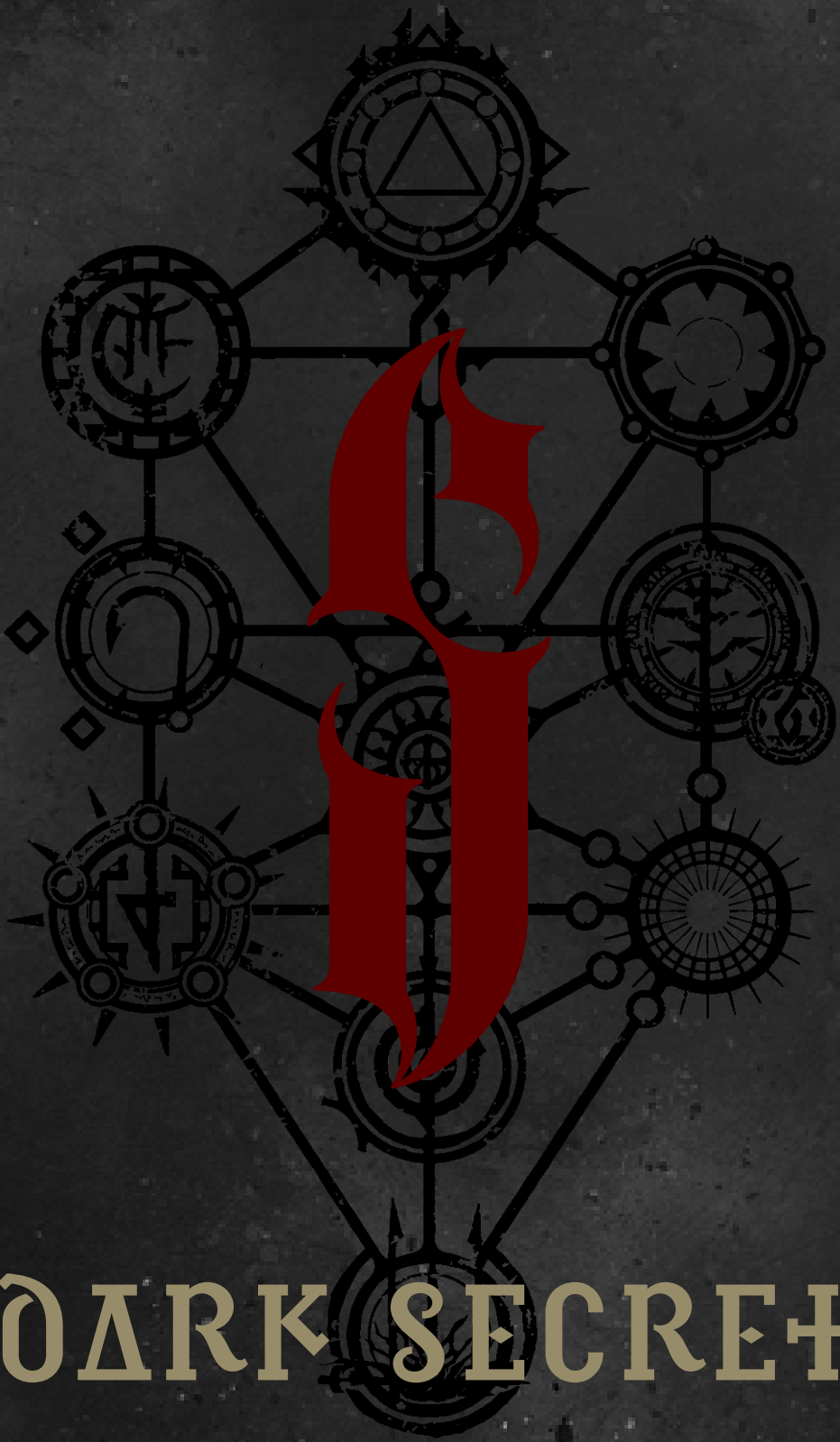
DARK SECRET

Rootless

Your family always moved around. Your parents never told you why, but the haunted look in their eyes and hushed conversations hinted that you were running away from something terrifying. They would rouse you in the middle of night, leaving behind everything you owned, simply to escape. Eventually, they even abandoned you. Maybe they're still on the run, or maybe whatever they feared finally caught up with them. The feeling of being followed never truly lets go, and wherever you end up it's not long before you're on the road again. You don't know exactly what would happen if you stopped, but you feel it's something terrible.

Suggested personal drives:

- Find out what is pursuing you.
- Find a place where you can stop and breathe.
- Escape what is pursuing you.
- Find your parents.
- Figure out why this is happening.



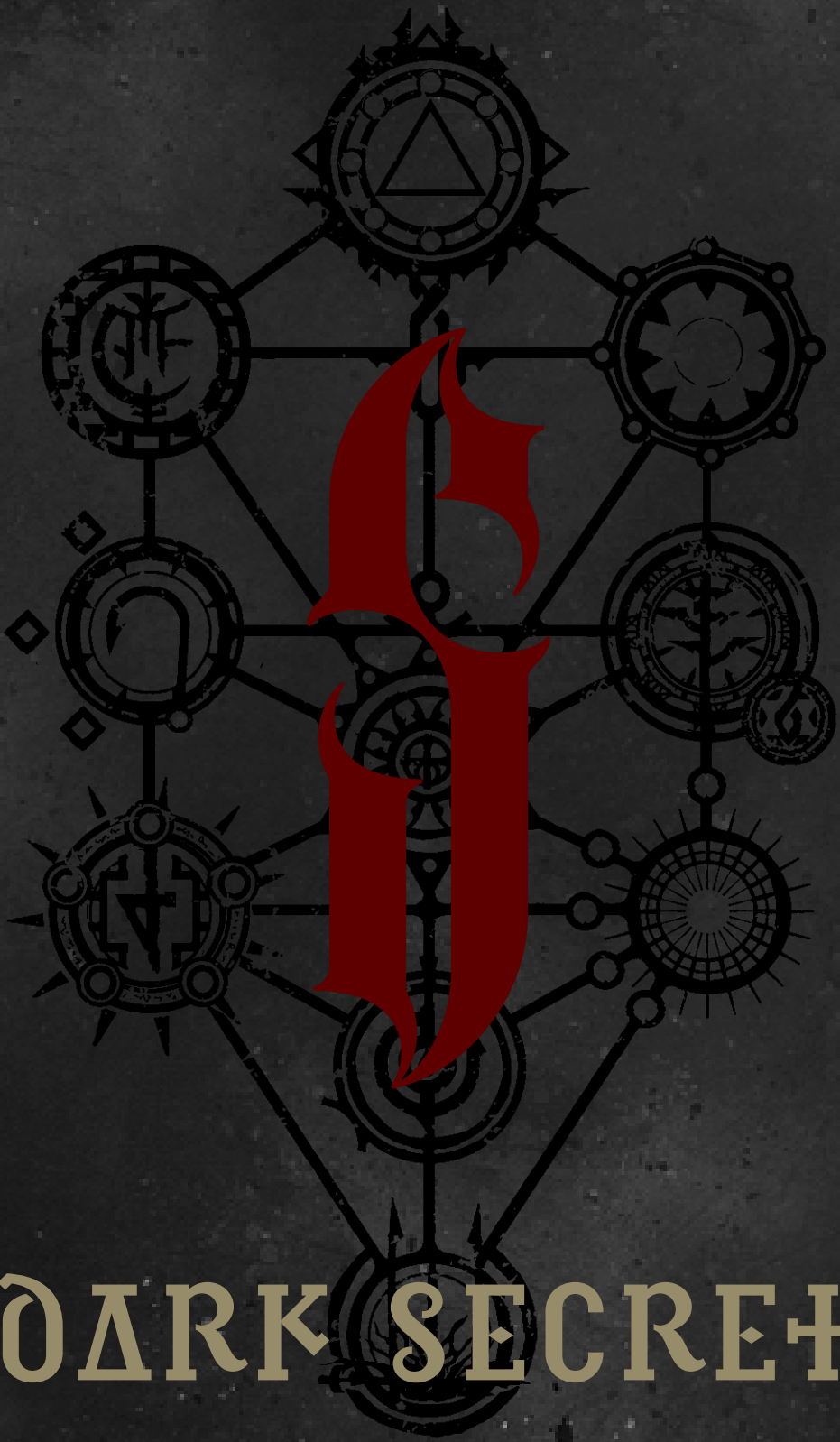
DARK SECRET

Strange Disappearance

Someone close to you disappeared after getting too close to the truth while investigating something. You have no idea what happened, but someone recently sent you cryptic information, urging you to finish what your colleague started. Since your associate disappeared, you've become the victim of unknown stalkers.

Suggested personal drives:

- Figure out whatever became of the missing person.
- Finish the investigation they started.
- Escape your pursuers.
- Bring the guilty to justice.
- Reveal the truth to the public.



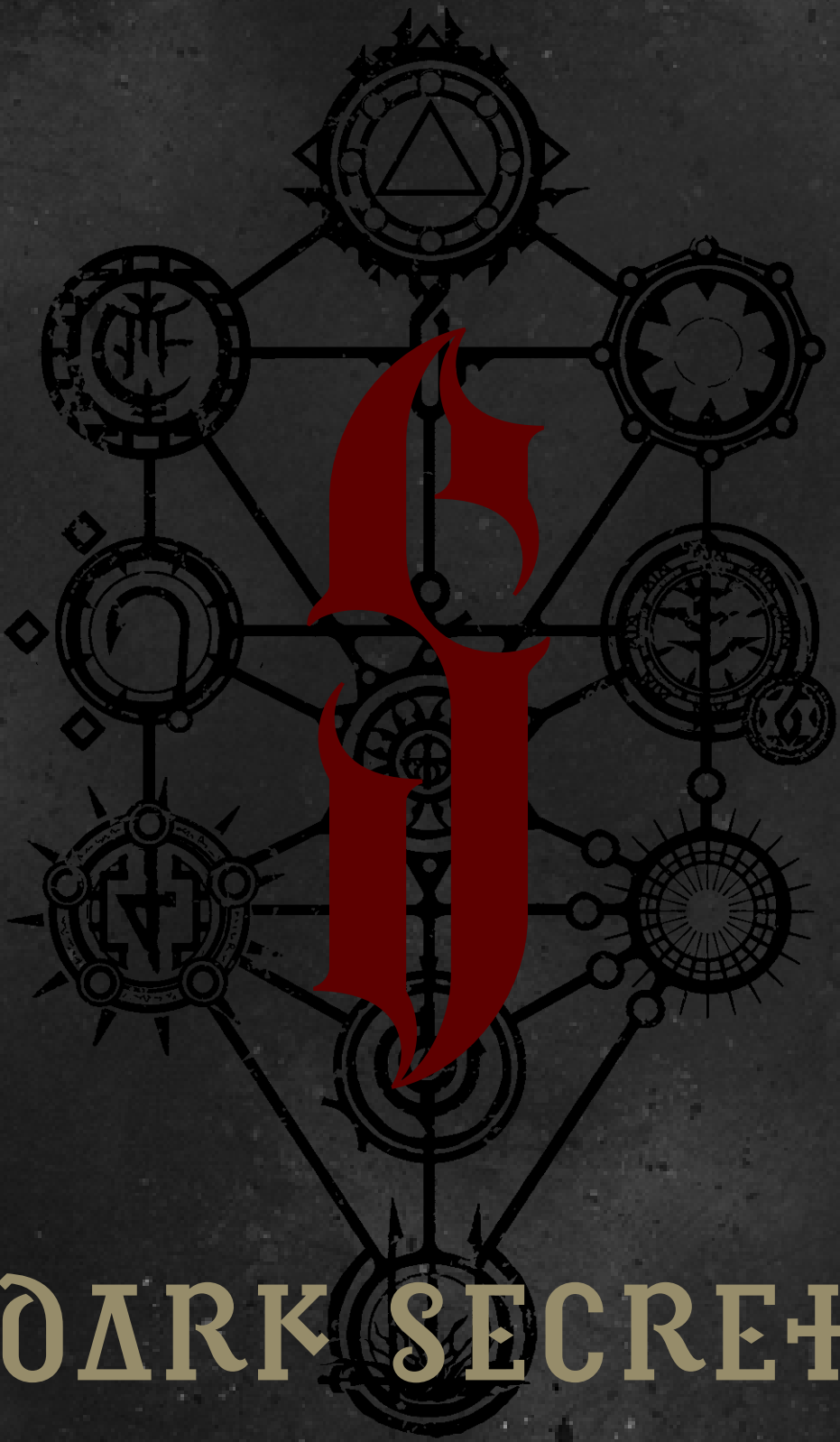
DARK SECRET

Victim of Crime

You have endured a terrible crime. Your whole life is marred by this event and you cannot mentally suppress the violation, no matter how hard you try. Fear, shame, anger, and a sense of helplessness torment you, and in order to survive this trauma, you must find a way to heal your wounds.

Suggested personal drives:

- Get revenge on the perpetrator.
- Re-experience the crime again (as victim or as perpetrator).
- Find out why it happened to you.
- Stop similar crimes.
- Confront and forgive the perpetrator.



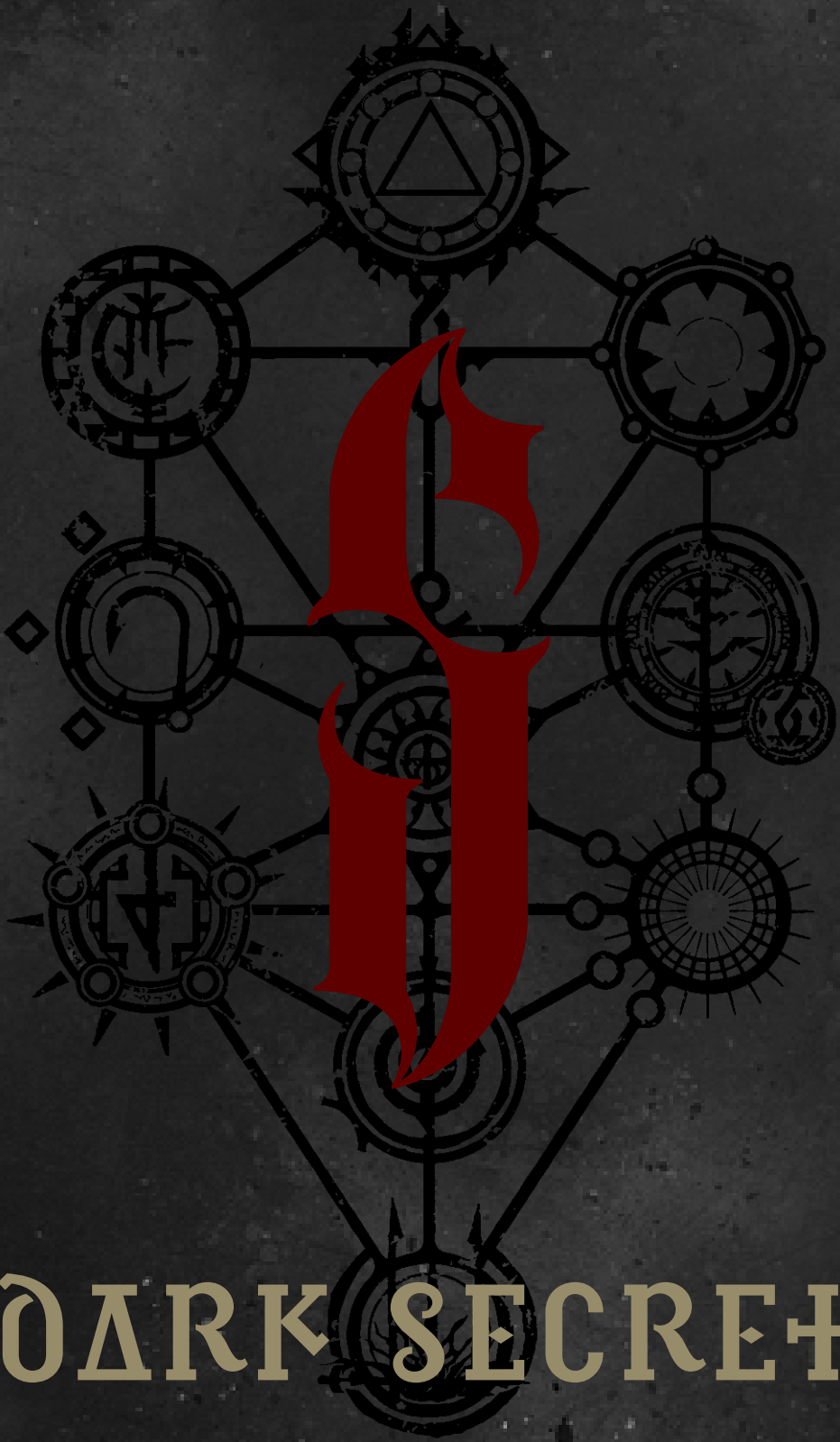
DARK SECRET

Victim of Medical Experiments

You were subjected to medical experiments with unexpected outcomes, with or without your consent and knowledge. The experiments have had enduring mental and/or physical side effects. They may have shown you windows into alternate dimensions – resulting in madness. The side effects still torment you, and ridding yourself of them requires you to find the responsible parties. It's also possible your parents were the test subjects and you inherited the experimental effects, as a result.

Suggested personal drives:

- Track down those responsible.
- Restore yourself to the state you were in before.
- Get revenge on the person(s) responsible.
- Find a way to accept the person you are now.
- Explore other dimensions.
- Expose the truth to the world.



DARK SECRET

Visitations

You have a history of encounters with beings from the other side. They could be family members or friends tracking you down post-mortem, entities discovered at haunted locations, or inhuman forces taking an interest in you. Regardless of what you do, you can't seem to escape them. Every time you think it's finally over, they reappear in your life – you are never truly free.

Suggested personal drives:

- Figure out why you are haunted in this way.
- Help spirits find peace after death.
- Fight evil beings.
- Help people communicate with the dead.
- Escape the entity pursuing you.